

# PRIMA'S OFFICIAL STRATEGY GUIDE



**AWESOME  
TRACK MAPS!**



[primagames.com](http://primagames.com)

**VIVENDI  
UNIVERSAL**  
games

This game has received the following rating from the ESRB



Mild Cartoon Violence





## Prima's Official Strategy Guide



### Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court Roseville, CA 95661

1-800-733-3000

www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries.

Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2003-2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Jill Hinckley  
Project Editor: Tamar Foster

"Crash Nitro Kart" interactive game © 2003-2004 Universal Interactive, Inc. Crash Bandicoot and related characters are ® and © of Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org.

For information regarding licensing issues, please call the ESA at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

#### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4408-9

Library of Congress Catalog Card Number: 2003111144

## Contents:

<b>Chapter 1: Start Your Engines</b>	<b>02</b>
Controls	02
Karts & Characters	03
Items	04
Boosts	06
Basic Tips & Techniques	07
Race Modes	07
<b>Chapter 2: Tracks &amp; Tricks</b>	<b>08</b>
Island Inferno	08
Jungle Boogie	13
Tiny Temple	18
Meteor Gorge	23
Barin Ruins	28
Deep Sea Driving	33
Out of Time	38
Clockwork Wumpa	43
Thunder Struck	48
Assembly Lane	53
Android Alley	58
Electron Avenue	63
<b>Chapter 3: Boss Strategy</b>	<b>68</b>
Basic Tips	68
Meet the Bosses	69
Boss Track Strategies	71
<b>Chapter 4: Battle Mode and Arena Races</b>	<b>76</b>
Battle Modes	76
Arenas & Strategy	77
<b>Chapter 5: Secrets &amp; Unlockables</b>	<b>79</b>



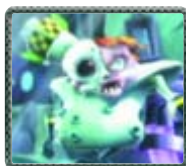
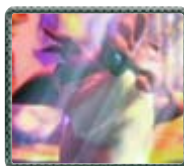


PRIMA'S OFFICIAL STRATEGY GUIDE



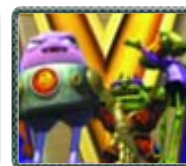
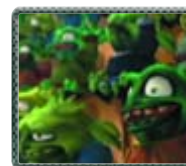
## Start Your Engines

Emperor Velo and his alien empire have kidnapped Crash and his friends, as well as Dr. Cortex and his cronies, to race in the Galactic Circuit!



Faced with the threat of Earth's destruction, both teams submit to his whims. Dr. Cortex and his team plan to defeat Velo in the final showdown, which will determine who will return to Earth as its conqueror, but they'll need to get past Crash and Team Bandicoot, who plan to thwart Team Cortex and get home in time for a nap.

In order to face Velo, they'll need to win every race in the Circuit, a competition that spans numerous alien worlds and features a motley crew of the Emperor's fastest competitors.



## Controls

- 1 Steer
- 2 Accelerate
- 3 Brake/Reverse
- 4 Use Power Up/Item
- 5 Toggle Map/Speedometer/Toss Flag
- 6 Team Frenzy
- 7 Look Back/Rear View
- 8 Jump/Powerslide
- 9 Change View



XBOX 360



PLAYSTATION 3



GAMECUBE

## Karts & Characters

### BEGINNER

This category features Karts that boast an excellent turning radius, while also maintaining slower speeds.

### INTERMEDIATE

Like your Karts well-rounded? Then this category is for you. Good cornering, acceleration, and overall speed make up this pack, and you'll have the most to choose from at the game's onset as well.

### ADVANCED

Feel the need for speed? Then grab the wheel with one of these characters and get ready to fly. Just watch out for those corners, these guys prefer speed over turning.





primagames.com

## BEGINNER

### GOO BANDICOOT



Acceleration: Average  
Top Speed: Good  
Turning: Excellent

### N. Gin



Acceleration: Average  
Top Speed: Good  
Turning: Excellent

## INTERMEDIATE

### CRASH BANDICOOT DR. NEO CORTEX



Acceleration: Excellent  
Top Speed: Average  
Turning: Good



Acceleration: Excellent  
Top Speed: Average  
Turning: Good

### N. Oxide



Acceleration: Excellent  
Top Speed: Average  
Turning: Good

### N. Trance



Acceleration: Excellent  
Top Speed: Average  
Turning: Good

## ADVANCED

### CRUNCH



Acceleration: Good  
Top Speed: Excellent  
Turning: Average

### Tiny



Acceleration: Good  
Top Speed: Excellent  
Turning: Average

# CHAPTER 1: Start Your Engines

## Items

### CRATES

There are four types of crates that you will run into on the tracks.

### WEAPONS CRATES MULTIPLIER CRATES



Drive your Kart through a weapons crate to break it apart and collect the power-up inside. These are marked with a question mark and usually come in sets of four.



These special weapons crates contain three of a certain weapon, such as Bowling Bombs, Homing Missiles, or Turbo Boost. They are marked with an "X" and are usually found in hard-to-reach spots on the track.

### WUMPA CRATES



These crates full of wumpa will help you get juiced quick! Run through one to pick up a bunch of fruit. Wumpa crates are unmarked.

### ACTIVATION CRATES



These crates don't give you anything when you drive through them. Instead, they activate a trap to slow down the other racers! Crash through them at the right time to see your opponents flattened, burned, or rolled over. These crates are marked with an exclamation point.





## PRIMA'S OFFICIAL STRATEGY GUIDE



## POWER-UPS

These useful items can be found in the weapons crates, but your Kart can carry only one of them at a time. After you collect ten wumpa fruit, your weapons become juiced for even more power!

### TURBO BOOST



A free bottle of boost! Use this to get an extra boost of speed and zip ahead of your opponents or out of the way of a missile.

**Juiced:** Get an even longer and bigger boost.

### HOMING MISSILES



These lock on to the nearest opponent you can see, and zoom after him. They'll explode on contact and send your target into a killer tumble. If you see a set of crosshairs on your character, it means you've been targeted, so start dodging!

**Juiced:** The missile goes faster and tracks better.

### STATIC ORB



These freestanding spheres of electric charge will shock anyone foolish enough to drive into one. It slows them down, shorts out the circuits in their Kart, and changes their weapon to something else.

**Juiced:** The orb will now be drawn to the Karts that drive by it. It will also short out the Karts even more, causing their steering to be reversed for a short time.

### INVISIBILITY



Turn this on to become invisible to all your opponents. You'll still see your shadow, but no one else in the arena will be able to see you or your arrow. Great for sneak attacks or flag steals, this item is only available in Battle Mode.

**Juiced:** Stay invisible for even longer.

### BOWLING BOMB



When Velo goes bowling, he doesn't fool around! These bombs shoot out from your Kart in a straight line until they explode against a wall or, hopefully, another Kart! If your aim is a little off, you can detonate the bomb remotely when it's next to your target.

To do this, press the fire button again. Or if there's a Kart (or missile) on your tail, hold down on the directional buttons or left analog stick and press the fire button to shoot the bomb backwards.

**Juiced:** The bomb moves faster and the explosion radius is even bigger.

### TNT CRATE



Drop these on the track to give the racers behind you a nasty surprise. If you run into one of these killer crates, it'll latch onto your head and start counting down. When the timer runs out, you'll wipe out when it explodes in your face. Try hopping madly to get it off your head.

**Juiced:** Your TNT crate will be upgraded to a green Nitro crate that will explode as soon as someone hits it.

### INVINCIBILITY MASK



Activate this item to get your team's mascot to spin around your Kart in a protective shield for a short time. While the mask is active, weapons and hazards can't hurt you, and any Karts that you "accidentally" bump into will spin out. You'll also go faster while you use it. Be careful not to fall off the edge though, or you'll lose your invincibility.

**Juiced:** Your mascot mask will stick around even longer.

### SUPER ENGINE



Replace the engine in your Kart with something pumping out more horsepower. For a short time, whenever you press the accelerate button, you'll zip around faster than any Kart in the arena. It's just the thing for outrunning speeding missiles or grabbing a flag. The engine will run out after a few seconds, so use it or lose it! This item is available in only Battle Mode.

**Juiced:** The engine lasts even longer.







## RED EYE MISSILE



Fire off this super warhead to track down your enemies wherever they go! This special version of the Homing Missile comes with a remote control and a video monitor. Once you fire it off, you can press the fire button again to take control of it. You can see from a camera in the nose of the missile. Steer it towards your enemies using the left thumbstick. If it hits a wall or a Kart, it will explode, damaging anyone nearby. You can't drive around while steering the missile, which makes your Kart a sitting duck! You'll pick up this special missile in only Battle Mode.

**Juiced:** The explosion from the missile is even bigger, and the missile is easier to steer.

## ICE MINE



This mine will put anyone who runs over it into a giant ice cube that causes their Kart to spin out. Put it near tight corners to cause less wary racers to fly off the edge. If you need to slow down someone in the lead, you can also hold up on the directional buttons or left analog stick and press fire to toss the ice mine ahead of you.

**Juiced:** The ice cube will take longer to melt and cause the Kart to drive like it's on ice.

## POWER SHIELD



This protective green bubble will save you from getting hit by one weapon or hazard. You can also attack your opponents while it's on by bumping into them. Once you get hit by something or run into someone, the shield will disappear. It will also fade away after a few seconds, even if you don't use it.

**Juiced:** The blue juiced bubble still goes away when you hit something, but it has no time limit.

## N. TROPY CLOCK



This wicked watch will let you alter time and slow down every other Kart on the track. When you activate it, everyone else will spin out and time will slow down for them. You'll be protected from the time vortex and speed by the other racers as they crawl along. This is a great way to come from behind, so take advantage of it. This item is found only in Race Modes.

**Juiced:** The time effect will last even longer.

## TORNADO TOP



You can easily even the odds a little with this powerful item. When you release this super cyclone, it will immediately home in on whoever is in first place and catch his Kart up in a mini tornado. Of course, anyone unlucky enough to get in its path on the way to its target will also get caught up in a tiny twister. You'll find this item only during Race Modes.

**Juiced:** The top will go even faster than normal.



Boosting is crucial to winning a race in *Crash Nitro Kart*. Every time you boost, you'll go faster than your Kart's normal top speed for a little while. Here are a few ways to get a boost.

### BOOST PADS



The easiest way to get a boost is to run over one of the black-and-green boost pads that you find throughout the tracks. Hit as many of these as you can, because you know your opponents will!

### STARTING BOOSTS



If you pump the gas at the start of the race, you can get a boost off the line.

### AKU BOOST



If you press and hold the gas button at the right time when you're being reset onto the track by Aku Aku or Uka Uka, you can get a boost to help you catch up.





## PRIMA'S OFFICIAL STRATEGY GUIDE



### JUMPING BOOSTS



If you press and hold the gas button at the right time when you're being reset onto the track by Aku Aku or Uka Uka, you can get a boost to help you catch up.

### TURBO CANISTERS



To get a quick boost, pick up a turbo canister from an item crate. Just hit the fire button and take off!

### POWER SLIDE BOOSTS



Power Slide Boosts are difficult to master, but they'll give you a huge advantage on the track. To do a Power Slide Boost, go into a Power Slide by holding down the hop button, and steer left or right before your Kart lands. While sliding, the curved boost

gauge will appear next to your Kart. When the gauge goes from green to red, press the boost button and your Kart will get a boost. After every boost, you can get another one by pressing the boost button when the gauge turns red. Remember that the higher the meter goes, the more powerful the boost you'll get.

## Basic Tips & Techniques

### AVOIDING MISSILES



Missiles can be tough to get away from, but there are a few tricks you can try to get out of their path. The easiest way to escape a missile is to drop an item (like a TNT Crate or an Ice Mine) behind you or shoot a

bomb backwards at it. The closer the missile is when you do this, the better the chance you have of blocking it.

### GET JUICED!



can give you the edge you need to win a race.

Remember, if you have ten wumpa fruit, you'll become juiced. This means that your top speed goes up and all your weapons are more powerful. Being juiced







primagames.com

## SHORTCUTS



There are several shortcuts throughout the tracks that you can take to the get ahead of the competition. Look for them off the beaten path.

## TEAM POWER UP METER



If you are in range of your teammate, then your team meter will slowly fill up. Once it is full, you can activate your team frenzy ability with the Team Frenzy button. Using this will give you unlimited weapons for a short time. If your team meter empties, you are attacked by an enemy, or you fall off the track, your frenzy will end.

## Race Modes

*Crash Nitro Kart* has six racing modes. Some of them are free-for-all, and some can be played as a team.

### ADVENTURE

In Adventure mode, you race through all the different tracks and arenas, collecting as many Trophies, Relics, Boss Keys, CNK Tokens, and Gems as you can. Collect all the goodies to unlock movies, racers, and more! This mode is single-player only.

### LAP TIME TRIAL

This mode is just like Race Time Trial, except that you're racing to get the best time for a single lap around the track. After you finish a lap, your "ghost" will appear. The ghost is a replay of your fastest lap. Whenever you get a better time on a lap, the old ghost will be replaced by the faster one. This mode is single-player only.

### TEAM RACE

Join forces with a computer-controlled buddy to win the race! Stay close to your teammate to charge up your Team Meter. When it's full, press the hop button to activate team frenzy—then blast your opponents and take the lead! This mode is single-player only.

### RACE TIME TRIAL

Race Time Trial is a one-player mode where you try to set the best time on any of the tracks in the game. In this mode, there are no other racers to slow you down, and no crates to help you out. Jump and boost your way through three laps as fast as you can. After you finish the race, you can save your "ghost" (a replay of your race). The next time you play, you can load a ghost or challenge your friends to beat your best time. Beat the best times to unlock and challenge the galactic champions' saved ghosts. This mode is single-player only.

### QUICK RACE

A Quick Race is the fastest way to get your race on. Just pick your racer, select a track, and race! You can also adjust the computer players' skill level, as well as the number of laps. This mode is single-player only.

### CUP TOURNAMENT

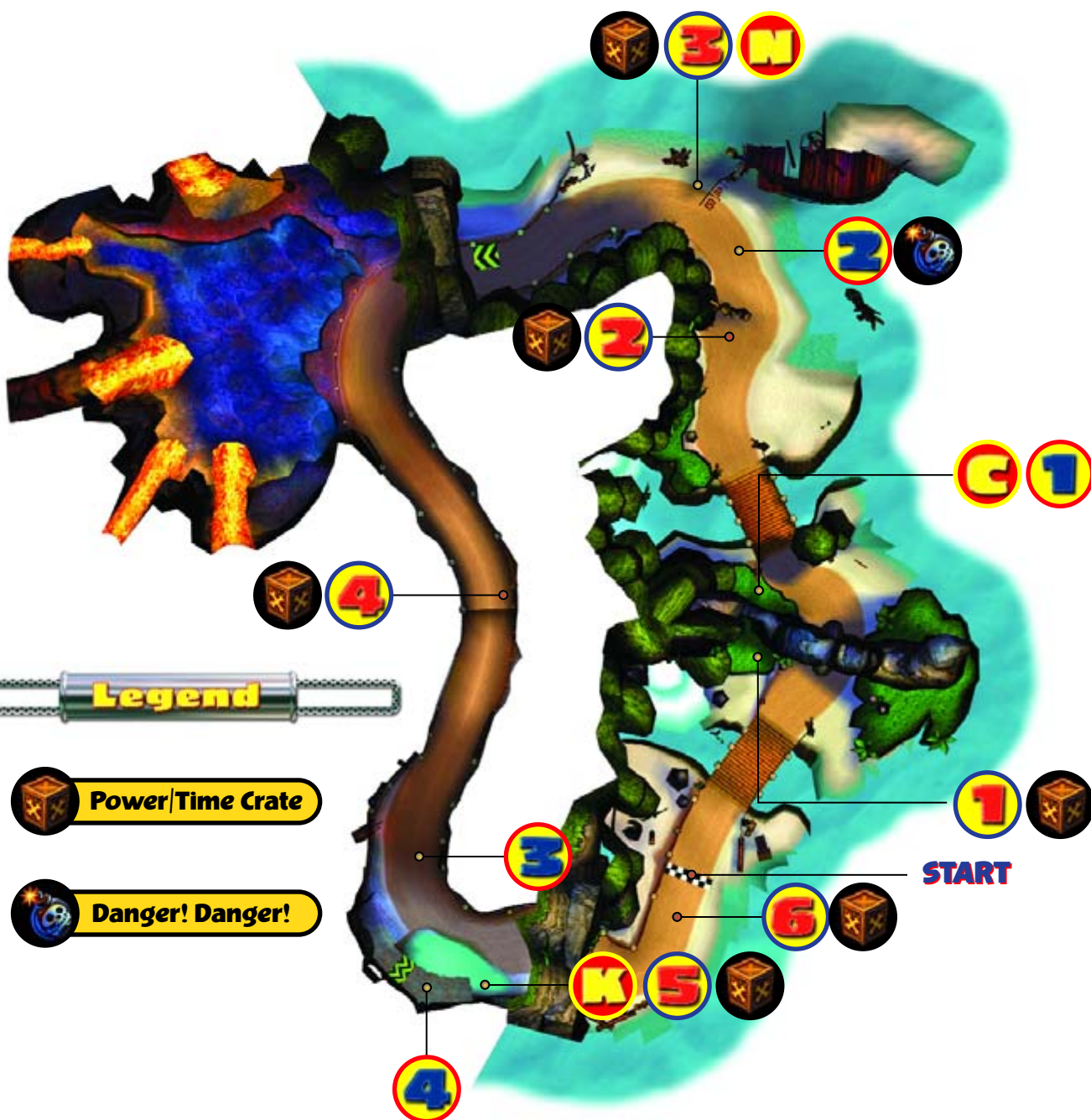
In a Cup Tournament, you compete against other racers on three different tracks. At the end of a track, the racer in first place gets nine points. The second place Kart is awarded six points. Third place gets three points. Fourth place gets only one point. At the end of the three tracks, the player with the most points wins the cup. This mode can be played by up to four players.





PRIMA'S OFFICIAL STRATEGY GUIDE

## Tracks & Tricks Inferno Island



**Legend**

 **Power/Time Crate**

 **Danger! Danger!**





Buckle up. Although this island is pretty, it can be one treacherous track. Shortcuts, massive jumps, and sharp turns can make or break you in this race, and the water's sludgy edge can slow you down to boot. Enjoy the island, but drive defensively!

## Racing Mode

### CHAPTER 2: Inferno Island



Look out for that first shortcut! It's located to the left of the track just after the first curve. Head straight towards the grassy ledge and hop onto it to snag a crate and come out ahead of the pack. Be careful though, timing the hop is tricky without a Turbo Boost!



If you want to play it safe, keep to the left of the track to take that corner with the arched pillar, then enter the cave. Want to grab a cool jump? Then stay to the right of the arched pillar to hit the ramp, but be careful of the water's edge—it may slow you down!







## PRIMA'S OFFICIAL STRATEGY GUIDE



When using a Kart that sacrifices steering for speed, you may want to ignore the jump on the cave's far right wall, and just make a hard left into the last curve before the finish. Though it may not be as exciting as jumping, you'll save time and in most cases, come out ahead!



When taking the cave's jump, be careful of careening into the wall. The turn into the jump's beginning is deceptively sharp, and you waste time lining your Kart back up after a smacking into the cave's side. Use a nicely-timed Power Slide to avoid this.

## CNK Mode



Get ready to grab the "C" as soon as you leave the starting line. Keep your car as far to the left as possible, and snag the "C" before you hit the first bridge.



That first bridge is a major landmark for this track, because not only is the "C" located right before it, but the "N" follows almost immediately. Just look under the first jump that follows on the right side of the track. Surprise!





Hit the caves to find some treasure! Follow the incline on the right side of the cave's wall, and while in mid-air, jump through the "K" before crashing down to the finish line.



## Relic Race Mode

### Times to Beat

PLATINUM	00:55:00	GOLD	01:15:00	SAPPHIRE	01:30:00
----------	----------	------	----------	----------	----------

Time Crates: 36



Start down the center of the track to grab the first 3-second Time Crate, then take a sharp left and hop onto the grassy ledge in front of you. In addition to it being a cool short cut, it features another 3-second Time Crate and two 1-second Time Crates. It's tricky, but worth it!



See that curved pillar dividing the road up ahead? If you approach it from the right side, then cut in sharply, you'll snag a somewhat "hidden" 3-second Time Crate.





## PRIMA'S OFFICIAL STRATEGY GUIDE



If you stay to the right side of the track, you'll encounter a jump before the entrance to the cave. To get the most out of it, plop down onto the 3-second Time Crate just in front of it, and worry about those 1-second Time Crates later, if you can afford them.



To find more 3-second Time Crates, enter the cave and stay to the left. If you time things right, you can burst through another 3-second Time Crate on the first jump.



Hug the wall on the cave's right side to go up the ledge. When you reach the ledge, stay as close to the left as possible: You'll want to jump through the 3-second Time Crate hovering in mid-air before you land.



After landing, veer to the left and hit the hop button to snag the 2-second Time Crate hovering low in the air. It's right before the finish line, and can make or break the race if time is short!





primagames.com



## Tracks & Tricks Jungle Boogie

### Legend



Power/Time Crate



Danger! Danger!



Speed Zone



## CHAPTER 2: Jungle Boogie





## PRIMA'S OFFICIAL STRATEGY GUIDE



Get ready to boogie! Jungle Boogie is a track that may be short and sweet, but don't be fooled: It features plenty of tight curves, loads of power-ups and two tricky shortcuts for an extra challenge. Timing jumps perfectly, keeping speed to the max, and finding Turbo Power-Ups separates the Bandicoots from the boys in this race!

## Racing Mode



1

Want to find a cool shortcut? After breaking away from the starting line, head towards the far right of the track, speed down a short ledge, then hit the hop button to jump up on a suspended ledge. Now grab a special 3-boost Power-Up Crate at the ledge's end for a nice surprise!



2

Stay towards the right side of the track, and you'll come in contact with two more Power-Up Crates located near each other. Round the corner, then tear down the center of the track for the first of three Turbo Pads.







primagames.com



After the first Turbo Pad, grab some air on the large wooden ramp. Time for another shortcut: On the left-hand side is a suspended wooden bridge, which you can jump up on if you time things right. It's tricky, so you may want to save the jump for later if you don't have a Turbo Boost and you need to catch up.



As you speed towards the finish line, hit the second Turbo Pad in the center of the track, then veer to the left to grab the final Turbo Pad, which pops up shortly after. Great! Now you're home free!

## CNK Mode



The "C" is located just ahead of the starting line on the far right side of the track. Hit the boost to nail a quick start, proceed down the first ledge, then press the hop button to jump up on the suspended ledge on the right side.



As you near the finish line, a series of wooden ramps will replace the terrain making up the rest of the track. Look for a suspended ramp on the left side; the "N" is located there. If available, use a Turbo Power-Up to make the jump with ease, then take it to the finish!

## CHAPTER 2: Jungle Boogie





## PRIMA'S OFFICIAL STRATEGY GUIDE



Keep your eyes peeled! Just before the finish line are some pillars on the right side of the track. Drive at an angle toward the second pillar and Power Slide into the "K." Try not to slam into the wall; you'll lose time if you have to back up and straighten out!



## Relic Race Mode

### Times to Beat

PLATINUM	00:55:00	GOLD	01:18:00	SAPPHIRE	01:35:00
----------	----------	------	----------	----------	----------

Time Crates: 39



Grab as much time as possible! Snag your first 3-second Time Crate immediately after the starting line on the left.



To find more crates, jump up on the suspended ledge on the right. Grab a 3-second Time Crate at both ends of the ledge before landing on the track. You'll be happy you did!





primagames.com

## CHAPTER 2: Jungle Boogie



Be careful when grabbing those three 1-second Time Crates by the water's edge; they can slow you down if you stray off-track too much. These crates help, but may not be worth it.



Power Slide into another 3-second Time Crate on the edge of the grass after the first sharp curve. Be careful though: Like the water, grass can slow you down big time and blow the race.



Up for a challenge? Time a jump onto the suspended bridge on the left to grab yet another 3-second Time Crate. Don't worry, though. The race can be beat without it.



Grab that steering wheel tight: You'll want to grab both the 2- and 3-second Time Crates while also hitting all the speed boosts at the same time before the finish!

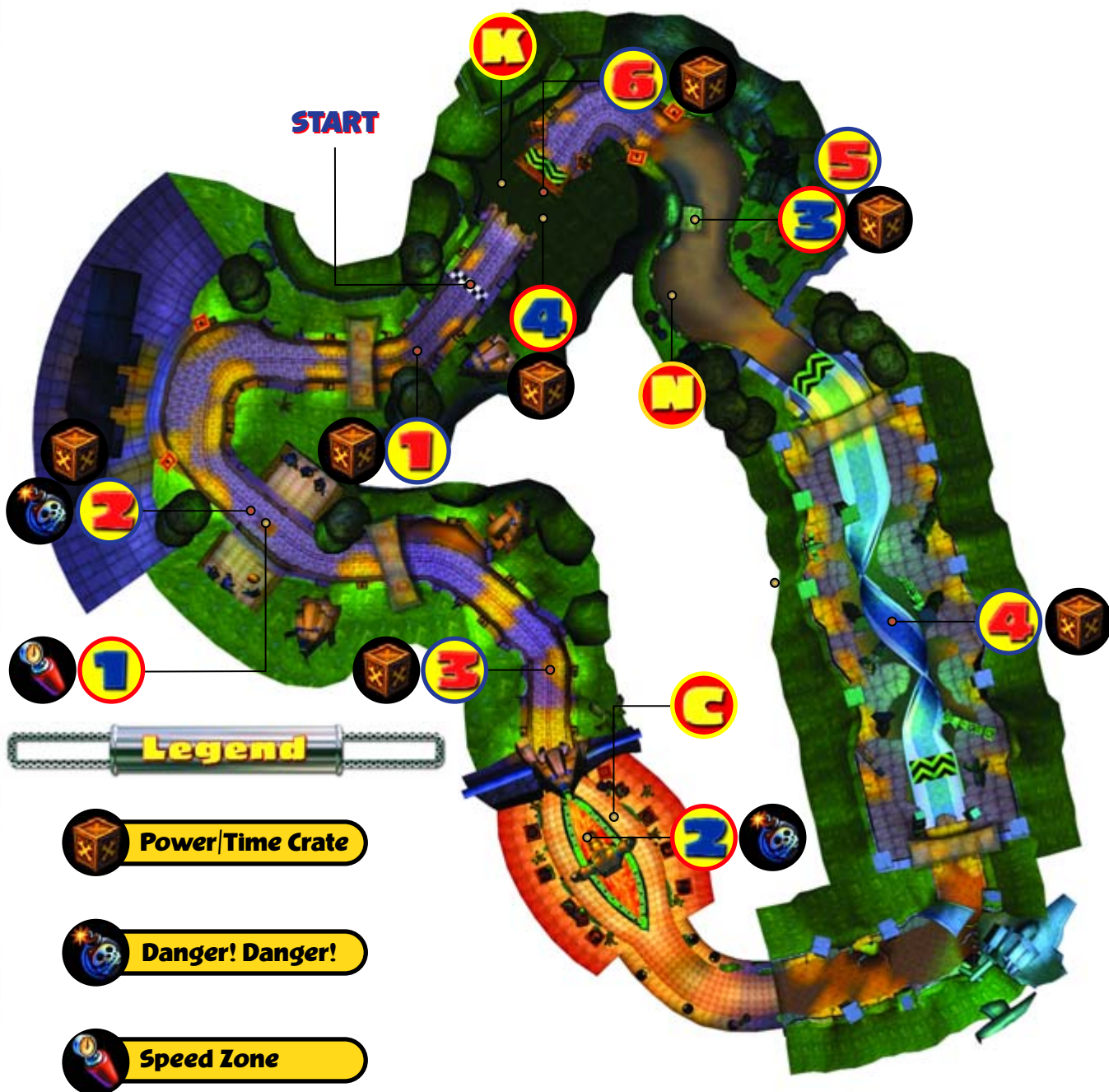




PRIMA'S OFFICIAL STRATEGY GUIDE



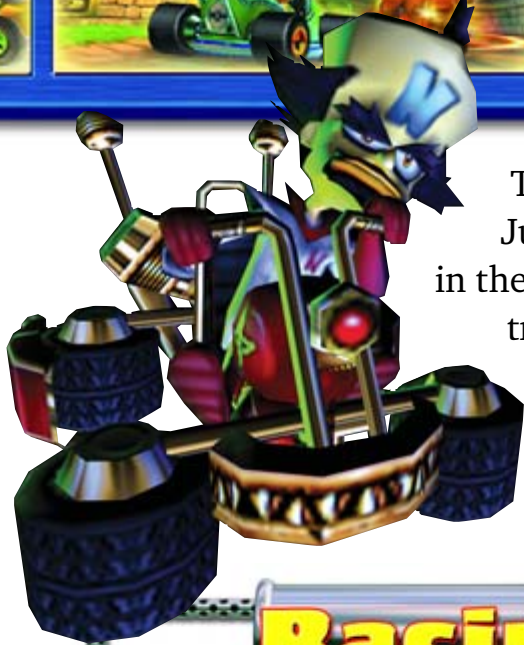
## Tracks & Tricks Tiny Temple







primagames.com



There's nothing "tiny" about this temple! Jumps, Turbo Pads, and even a giant loop in the track await—and there are plenty of traps ready to take you down, too. Avoid fire via careful timing or quick jumps, and stay away from those killer electrical vines by avoiding the walls halfway through the track.

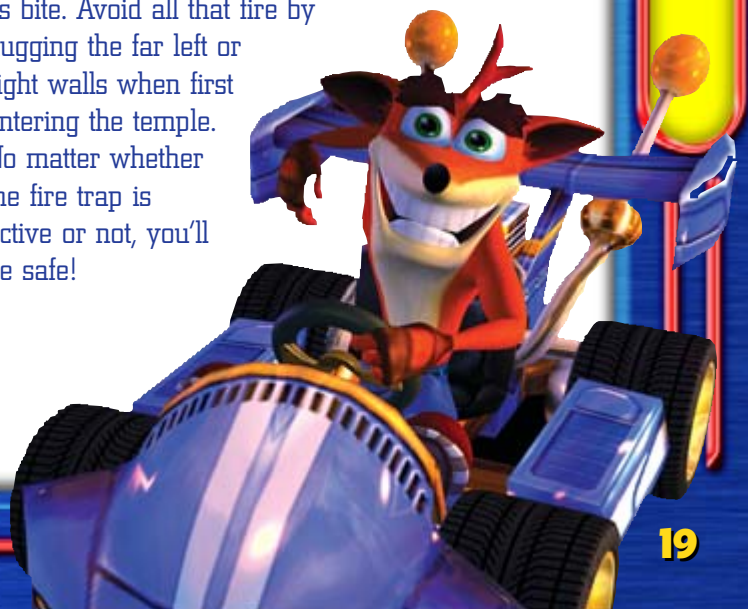
## Racing Mode



Get a jump on the competition! Stay in the center of the track to take the first jump. You'll avoid fire, get a speed boost, and if you're sneaky, you can "accidentally" bump an opponent into the flames before jumping.



See that fork in the road with all the scary looking fire? Its bark is worse than its bite. Avoid all that fire by hugging the far left or right walls when first entering the temple. No matter whether the fire trap is active or not, you'll be safe!



## CHAPTER 2: Tiny Temple





## PRIMA'S OFFICIAL STRATEGY GUIDE



If you like to be airborne, veer to the left side of the track after coming out of the loop and hit another jump for a much-needed boost!



Keep to the left side of the track when taking that last big jump before the finish line. You'll snag a Multiplier Crate and have the upper hand over your opponents!

## CNK Mode



If you want the "C," you'll have to play with fire. Veer to the far left side of the track and look for the first jump shrouded in flames. Hit the jump and the "C" is yours!



After plunging upside down through the loop, veer to the track's far left side to grab the "N." If you line yourself up before exiting the loop, grabbing it will be easier!





Ready for a big finish? The "K" is waiting for you right before the finish line. Just keep your Kart to the right side of the track, and it's all yours!



## Relic Race Mode

Times to Beat			
PLATINUM	01:40:00	GOLD	02:00:00
SAPPHIRE	02:05:00		

Time Crates: 46

## CHAPTER 2: Tiny Temple



Begin by heading towards the left of the track to grab two 1-second Time Crates in a row. Stay frosty! You'll need to veer immediately to the right if you want to snag the first 3-second Time Crate.



Want that next 3-second Time Crate hovering above the track? You'll need to gain some speed (try performing a Power Slide Boost) and jump through it before entering the temple.





## PRIMA'S OFFICIAL STRATEGY GUIDE



Things are about to get toasty: You'll have to risk being burned from left and right fire traps if you want to grab the 2-second Time Crates next to the jump. Play it safe with these; you can always come back and get them in future laps.



See that loop ahead? Veer to the right side of the track and jump through the 3-second Time Crate before landing. Steer to the left as quickly as possible to snag another 3-second Time Crate. Mastering diagonal paths is a major component to beating the Relic Races!



After coming out of the loop, there will be a stone ramp on the left. Either take it at full-throttle to snag the 2-second Time Crate hovering above it, or plop down on the 3-second Time Crate after the jump. If you perform one of these steps on two out of your three laps, you'll get the best of both worlds!



There's one last jump right before the finish line. Veer to the far left of the jump to smash through the 3-second Time Crate hovering in mid-air. Now the rest is gravy!

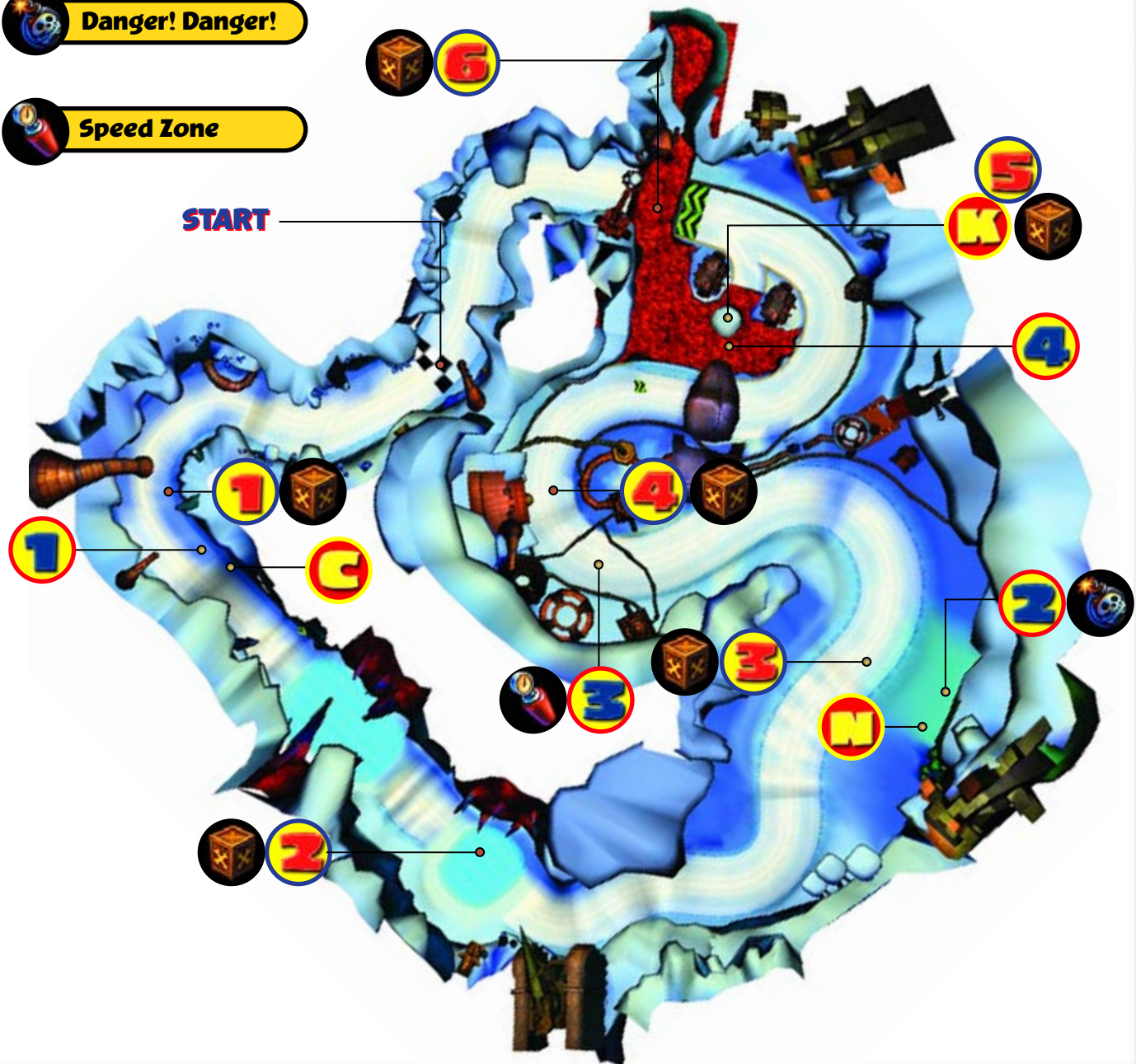




primagames.com

## Legend

# Tracks & Tricks Meteor Gorge



## CHAPTER 2: Meteor Gorge





## PRIMA'S OFFICIAL STRATEGY GUIDE



Talk about fire and ice! This track has it all, and it makes for some treacherous racing. Keep your eyes peeled for any jump you can find; they often will save you from the throws of a fiery lava pit below. Watch those icy corners, too. If you Power Slide too much, you'll get buried in a wall.

## Racing Mode



The first shortcut comes up quickly: Simply round the first curve, staying to the left as much as possible. See that suspended ridge jutting from the mountainside? You can drive on that! Use a Turbo Boost to jump up on it, and grab a power-up. No Turbo? You can still make the jump, though it's trickier. Good luck!



See that green glacier on the far right? Sure, it looks cool with the monstrous fish inside, but if you veer too much in that direction, giant mounds of snow will slow your Kart to a grinding halt. When you reach this area, stay on course!





primagames.com



## CHAPTER 2: Meteor Gorge



Driving is fun, but flying is where it's at. Take to the skies by hitting the Activation Crate to turn on a Power Jump. Hit the jump to get an edge over the competition.



The last shortcut is tricky. Just round the last bend and hit the Turbo Strip head-on by cutting through its side. Instead of going completely around the curve, you'll be able to jump through it, and if you're lucky, you'll avoid the lava beneath you as well.

## CNK Mode



Looking for the "C"? Then Power Slide around the first major curve and veer to the track's left side at top speed—you'll need it to jump onto the suspended ridge hanging off the mountainside. There it is!



When you begin approaching the green glacier with the fish swimming inside, you'll know it's time to bag the "N." Keep to the right of the track, and you'll find the "N" sitting right by the circular portal near the fish.





## PRIMA'S OFFICIAL STRATEGY GUIDE



After you grab the "N," take the next major curve but aim for the Turbo Pad. Hit it just right and you'll jump over a lava pit and grab the "K."



## Relic Race Mode

### Times to Beat

PLATINUM	01:25:00	GOLD	01:53:00	SAPPHIRE	02:00:00
----------	----------	------	----------	----------	----------

Time Crates: 34



Start off on the track's left side to grab the first 3-second Time Crate. Round the corner and jump up onto the suspended ridge for another 3-second and 1-second crate.



Approach the next major jump with as much speed as possible, and aim for the center. If you time a hop just right, you'll smash through the floating 3-second Time Crate. It's tricky, but you can do it!





primagames.com

## CHAPTER 2: Meteor Gorge



See that green glacier with the fish inside? Head straight towards it and plop down over the nearby snowdrift to grab a somewhat buried 3-second Time Crate.



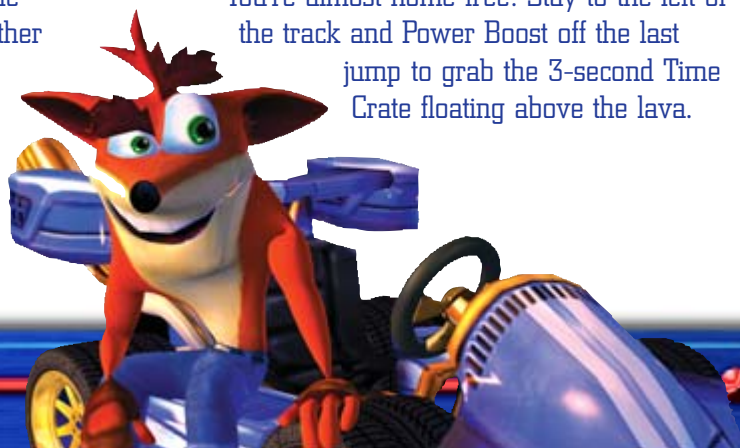
Plow through the Activation Crate in the center of the track to activate a Power Jump, then fly through the air to snag the floating 3-second Time Crate.



As you round the next curve, hit the Turbo Pad at a straight angle (in other words, don't follow it around the curve), and you'll jump over a pit of lava to grab the next 3-second Time Crate.



You're almost home free! Stay to the left of the track and Power Boost off the last jump to grab the 3-second Time Crate floating above the lava.

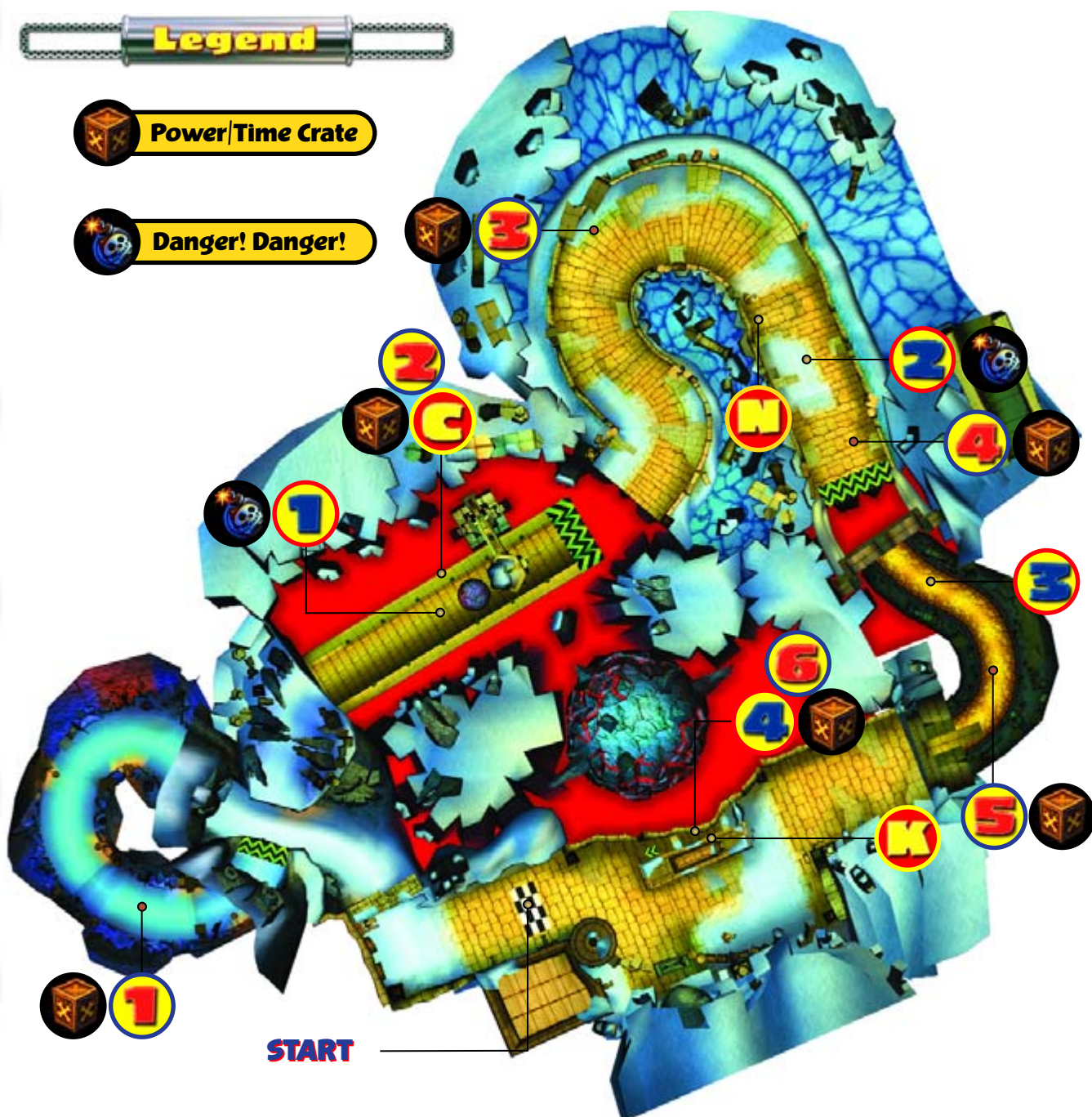






PRIMA'S OFFICIAL STRATEGY GUIDE

## Tracks & Tricks Barin Ruins







This course is teeming with life, and most of it is hostile. Giant boulders, marauding mechs, and more await, and they can easily get you if you're not careful. Of course, this means they can easily get your opponents, too. And that's not a bad thing.

## Racing Mode

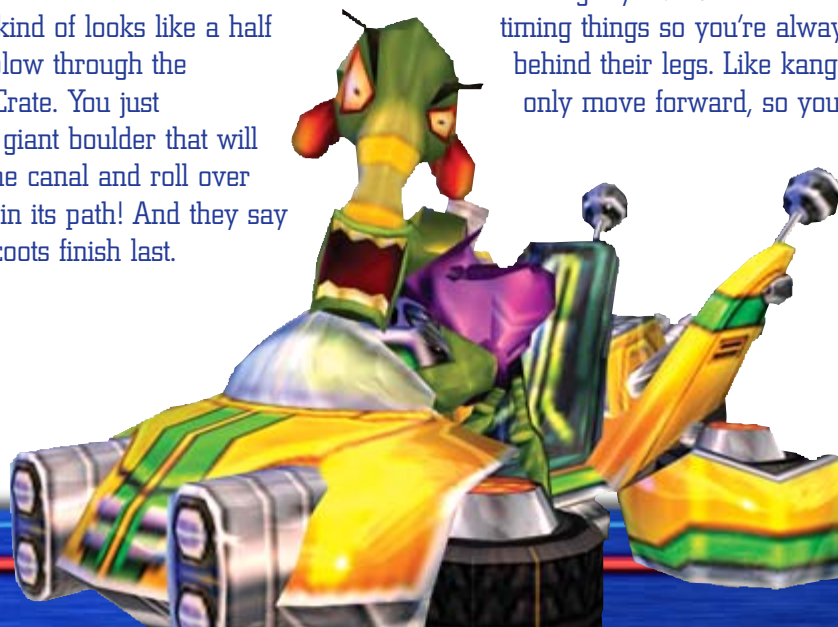
### CHAPTER 2: Barin Ruins



Want to flatten the competition? Drive up the canal with the Turbo Pads on the end (it kind of looks like a half pipe) and plow through the Activation Crate. You just activated a giant boulder that will drop into the canal and roll over everything in its path! And they say nice Bandicoots finish last.



Robots may be cool, but not when they're out to get you! Avoid those nasty mechs by timing things so you're always driving behind their legs. Like kangaroos, they'll only move forward, so you'll be safe.







## PRIMA'S OFFICIAL STRATEGY GUIDE



It's tempting to enter the snake tunnel and just drive on its floor. But hey, this is *Crash Nitro Kart*, so anything goes! Drive aggressively on the walls and floors to grab as many Weapons Crates as possible, then knock the competition into tomorrow with a few well-placed bumps.



Get ready for a doozy of a shortcut: After exiting the tunnel, you'll see an arrow with a gray wall to the right of it. If you time things *just* right or have Turbo Boost, you can jump the wall and cut a corner to reach the finish line first!

## CNK Mode



Grab the "C" by Power Boosting off the left side of the jump, immediately before the boulder canal.

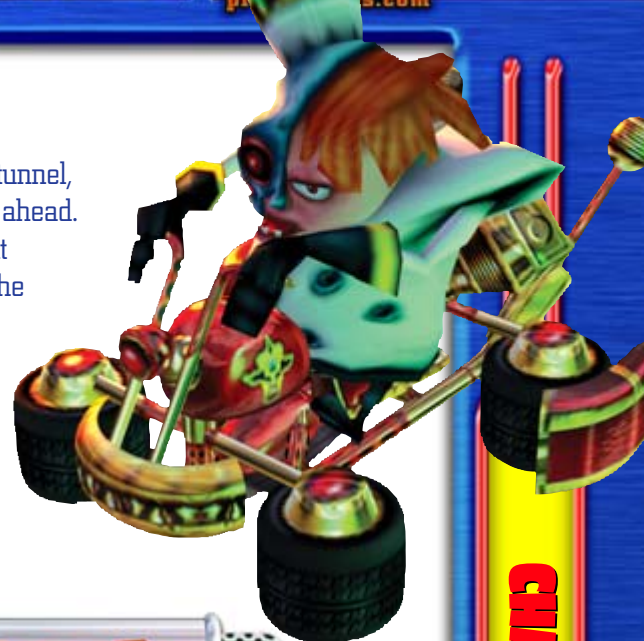


When you see your first mech, the "N" is nearby. Veer to the right side of the track and take the "N" from under his nose. Be careful though, those mechs are faster than they look!





After exiting the snake tunnel, head for that gray wall ahead. (You'll know you have it pegged when you see the arrow pointing away from it.) Use a Turbo Boost to jump up over the wall and take home the "K." Sweet!



## Relic Race Mode

Times to Beat

PLATINUM 01:45:00

GOLD

01:58:00

SAPPHIRE

02:10:00

Time Crates:

45

CHAPTER 2: Barin Ruins



Power Slide around those icy corners in the cave to build speed, then aim your Kart dead-center to hop through the floating 2-second Time Crate.



Don't be afraid to drive onto the edges of the boulder canal—there are four Time Crates waiting to be had! Watch out for that Activation Crate in the canal's center. It activates the giant boulder.





TM

## PRIMA'S OFFICIAL STRATEGY GUIDE



3

Next, stay to the far left and right side of the track as you go over the brick jumps. Time Crates seem scattered randomly about, but they are easy to pick up if you stay on either side of the track.



4

Danger! Crash Bandicoot! Watch out for the mech guarding the 3-second Time Crate on the left side of the track. Build as much speed as possible, then hop in the air to get it.



5

After entering the snake tunnel, stay on the right side of the tunnel the first time through to grab the 3-second Time Crate. In future laps, you'll find everything on the left side and center of the tunnel, so stick with it!



6

If you want that last 3-second Time Crate before the finish line, you'll have to earn it. Stay to the right side of the track and hop over the gray wall to grab it in mid-air. The jump is tricky, so unless you're at top speed, you may not want to attempt it!





primagames.com

## Legend

# Tracks & Tricks Deep Sea Driving



## CHAPTER 2: Deep Sea Driving







## PRIMA'S OFFICIAL STRATEGY GUIDE



Combining rough terrain with narrow tubeways and giant spinning blades, Deep Sea Driving is a fun yet dangerous course. Well-placed jumps and excellent timing on your part mean certain victory on this one.

## Racing Mode



1

The first shortcut you'll encounter may actually slow you down. When you come up to the first curve, you can either go around it, or cut through it, the latter being the "shortcut." But the terrain you'll have to drive over to execute the shortcut slows down Karts to a crawl, so unless you've got a Turbo Boost saved up, this may not be the best move.



2

When the road forks into two tubes, you'll be faced with the decision of veering left or right. Though the length of each tube seems close in comparison, the tube on the right is shorter in length, and thus the quicker tube to take.





primagames.com



After the tubes, you'll run into a series of cavernous jumps, each with Turbo Pads on the ends of them. Don't Power Slide on these jumps. Due to the way they curve and how narrow they are, they easily make your Kart fall out of bounds. If you drive off the right corner of the last jump in the series, you'll plummet to a ledge below and enjoy a cool shortcut!



Time for some more tubin'! This second set of tubes features some treacherous spinning blades and sweet Turbo Pads. On many occasions, the blades will spin near the pads as you pass them. Avoid them! If your Kart is even within a hair of the blades, they will force you to lose control, thus counteracting any effects the Turbo Pads might've had. Only hit the Turbo Pads if they're free and clear!

## CNK Mode



Instead of rounding the first curve, Power Slide through it to grab the "C."



Take the last Turbo Ramp in the series and aim to the far right: You'll jump onto a ledge and bag the "N!"





PRIMA'S OFFICIAL STRATEGY



When you enter the underwater tube, keep your Kart to the right. The "K" appears on the right side immediately after the second fan blade.



## Relic Race Mode

### Times to Beat

PLATINUM	01:50:00	GOLD	02:05:00	SAPPHIRE	02:20:00
----------	----------	------	----------	----------	----------

Time Crates: 45



When is a shortcut *not* a shortcut? When it slows you down! You could try to grab the two 1-second crates in the middle of the first curve, but you'll have to cross some sludgy terrain to do so, and that means slow driving.



Up ahead, the road will fork into two tubes. The left tube only features one 2-second Time Crate, whereas the right tube features two of them. Try to snag one crate per lap, and you'll be fine!





primagames.com

## CHAPTER 2: Deep Sea Driving



Be careful! What looks like a harmless 3-second Time Crate sitting in the middle of the track is actually located by the center of a giant spinning blade. Avoid the crate unless the blade comes slicing down in front of you just before you reach it.



A few jumps later and you'll spy a 3-second Time Crate sitting off to the far right-hand side. Power Slide into it, or the terrain will slow you down and negate the purpose of the crate.



That last Turbo Ramp-inspired shortcut at the end of the course won't have much of a payoff. You'll only be rewarded with a 1-second Time Crate if you pull it off. Round the actual corner for higher Time Crates. That last Turbo Ramp-inspired shortcut at the end of the course won't have much of a payoff. You'll only be rewarded with a 1-second Time Crate if you pull it off. Round the actual corner for higher Time Crates.



See that stone arch looming ahead? Approach it from the right-hand side and veer sharply in front of it; this way you can grab a somewhat hidden 2-second Time Crate and take the corner with speed. Nicely done.



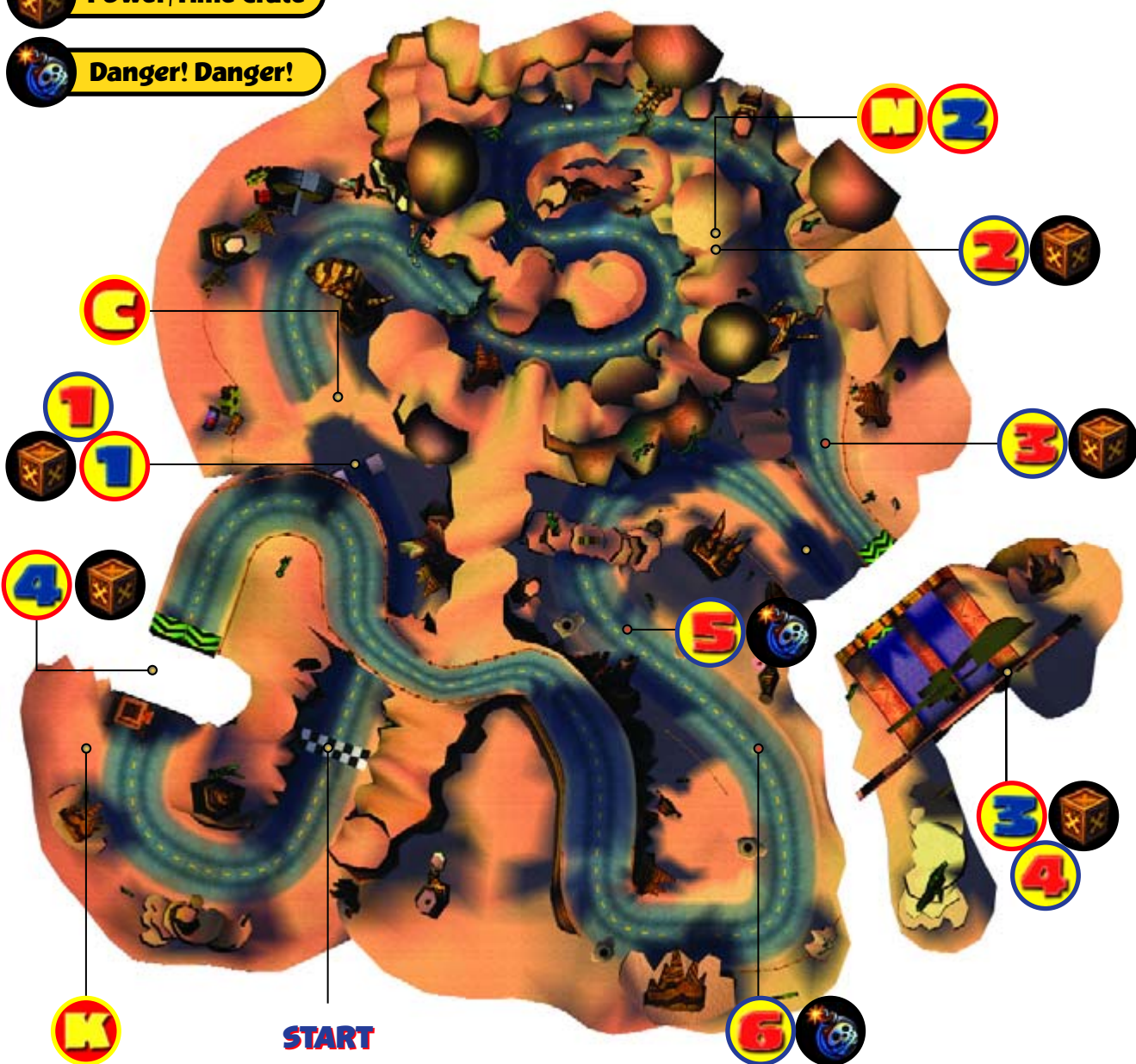




PRIMA'S OFFICIAL STRATEGY GUIDE



## Tracks & Tricks Out of Time







Out of Time features massive jumps, cool shortcuts, a clock face you drive on with a giant swinging second hand, monsters on the roadside, and a windmill just waiting to swat you down if you try to drive past it. Dangerous? Maybe. Fun? Most definitely!

## Racing Mode

### CHAPTER 2: Out of Time



Shortly after the starting line, you'll encounter an Activation Crate in the middle of the track. Depending on whether it's been hit or not by the time you reach it, either the Turbo Jump on the left or right will be activated, with the other one lowered. Take the guesswork out of it by hitting the crate yourself, then veer to the left. Hit the jump and turn your Kart to the right in mid-air; you'll cut out an entire corner and get the jump on the competition!



Ready to drive towards a barrier at full speed? Cool! Round the bend after the Activation Crate jump, and aim to the right of the arrow on the far right of the track. As you approach, you'll see a hole in the stone wall with a barrier at ground level. Charge forward and hit the hop button before reaching the barrier to jump it and cut out a ton of track. What a great shortcut!





## PRIMA'S OFFICIAL STRATEGY GUIDE



Time to drive on a clock face! Through it's tempting to Power Slide past its numbers and the competition, there's a high risk of losing control and crashing *into* the numbers. Once you're stuck behind a number, you'll be forced to back up and build up speed just to drive out. So be careful! The fancy stuff can actually harm you here!



The looming windmill located before the finish line can either be a cinch to avoid or one heck of a threat, depending on which side of the track you take the jump on. Stay to the left to avoid the windmill's blades, or jump through the windmill on the right side of the track to make jaws drop. Be careful; timing is *not* on your side most of the time with the latter approach.

## CNK Mode



Smash through the Activation Crate to engage the Turbo Jump. Charge towards the jump, hit it head-on, then aim for the floating "C" while bouncing in mid-air. Don't worry if you miss the active jump the first time through, timing plays a key factor in this one!



Round the bend and drive toward that arrow by the wall. Veer to the right of the arrow and hit the hop button to jump the barrier. Not only did you just grab the "N," you found a cool shortcut!





Just after the windmill jump, Power Slide around the corner to grab the "K" on the far right. If you get stuck on the side of the track, hit the hop to Power Slide out of there.



## Relic Race Mode

### Times to Beat

PLATINUM 01:55:00

GOLD

02:15:00

SAPPHIRE

02:35:00

Time Crates:

47



As soon as you leave the starting line, head towards the right to grab the first 3-second Time Crate. Plow through the Activation Crate to turn on the Turbo Jumps. You'll have the opportunity to grab two 3-second Time Crates in mid-air. Save one for each lap, and you'll be set.



Stay to the left of the track to grab another 3-second Time Crate, then hop over that barrier by the arrow for a floating 3-second Time Crate and a sweet shortcut!





## PRIMA'S OFFICIAL STRATEGY GUIDE



This track seems to keep the good stuff on the left. Once again, keep to the left and hit the hop button to grab the floating 3-second Time Crate before circling around the clock.



Once you enter the clock face, you can't go wrong. Both the left and right sides of the track have tons of Time Crates for the taking. If you time a Power Slide just right, you might be able to grab most of them on the first pass through. Just don't crash into those numbers!



Watch out for those giant slug-like creatures "prairie dogging" on the sides of the tracks by the Time Crates. If you want to grab the crates on the sides, you'll need to veer in behind the creatures and cut back to the middle of the track. Even if they're submerged when you're approaching, they will always capture you if you drive near their turf. Don't be fooled!



You could play it safe and jump to the left of that giant windmill. You'll be able to grab a Time Crate and probably live to see the next day. If you want a challenge, go for the 2-second Time Crate buried inside the windmill. Time it perfectly, and you can blast through the windmill *and* wow your friends.





# Tracks & Tricks Clockwork Wumpa



## CHAPTER 2: Clockwork Wumpa





## PRIMA'S OFFICIAL STRATEGY GUIDE



Whereas Out of Time had you racing on the outer surface of a clock, Clockwork Wumpa thrusts you right into the inner workings of one. Prepare for tons of tight corners, moving gears, treacherous jumps, and one of the coolest free falls in Kart-racing history! Woo-hoo!

## Racing Mode



1

Are you a Bandicoot or a mouse? Test your might by driving over a series of spinning gears in true reckless Bandicoot fashion, or play it safe and avoid them altogether. If you decide to chance it, build as much speed as possible and hop on the first gear. Keep hopping when you land on each successive gear; it will help you build speed and make it to the end. If you slow down, you may fall out of bounds.



2

Time to rip the rug out from under your opponents. Just slam through that Activation Crate, then pull your Kart off to the left or right side. The floor will drop out in the center of the track, and it's bye-bye competition!





primagames.com



Make sure you have a Turbo Boost when attempting the next shortcut. Follow the ramp to the right and hit the Turbo Boost. You'll jump onto a nearby suspended bridge on the left and grab a crate in the process. It's a cool little shortcut, but it's a tricky stunt to pull off.



Prepare to take the plunge! After making what looks like the next typical jump complete with Turbo Boost, you'll find yourself plummeting to the ground. The competition can gain on you in mid-air, so prepare to drive aggressively when you land—the finish line is near. Even up the odds by aiming to the left when you fall; with luck, you'll smash through the Multiplier Crate hovering in mid-air. Now scream to the finish line!

## CNK Mode



Head straight towards the moving clock gears and leap across them to grab the "C." Power Boosting is essential here. If you don't have enough speed, it's easy to fall out of bounds.



Got Turbo? Then you've got the "N." Go up the ramp on the right and hit the Turbo Boost to leap onto the suspended bridge (located catty-corner on the left). Plow through the "N." The jump *can* be made without a Boost, but it's tough. Activate your Team Frenzy if necessary to cycle through your inventory until you find a Turbo Boost. You'll be glad you did.





## PRIMA'S OFFICIAL STRATEGY GUIDE



After the giant jump towards the end of the track, round the corner and keep your Kart in the center of the track. Jump through the "K" floating in mid-air. That's it! You found all the letters!



## Relic Race Mode

### Times to Beat

PLATINUM 02:00:00

GOLD

02:15:00

SAPPHIRE

02:30:00

Time Crates:

51



There are two 3-second Time Crates located on the left side of the track at each major curve. Power Slide through them to grab them without crashing into the nearby walls—you'll gain valuable time if you pull it off correctly!



Make your way up those menacing clock gears to grab a series of 2-second Time Crates. Power Slide off the last gear to sideswipe another 2-second Time Crate waiting after the gears by the wall.





primagames.com

## CHAPTER 2: Clockwork Wumpa



3

Don't want to mess with the gears, or merely want a change of scene? Turn left before the gears, and proceed up the ramp to hop through a floating 3-second Time Crate. That was worth it, but the 2-second Time Crate wedged in a nearby corner is not; consider it a trap unless you're desperate for time!



4

If you're feeling lucky, try hopping onto that suspended bridge on the left by taking the nearby ramp at full speed and timing a hop perfectly. If you pull it off, you'll grab a 3-second Time Crate. If you don't, restart. You'll lose valuable time from the crash.



5

They say good things come in "3's," and they were right! Veer to the right to jump through that floating 3-second Time Crate. Aim your Kart to the left so you plunge through another 3-second Time Crate as you fall. Once you land, hit the brakes and make a sharp left to hop through a third 3-second Time Crate. Watch out for the swinging pendulum!



6

Stay in the track's center around the final bend to grab two 2-second Time Crates in a row. Now that's clockwork!

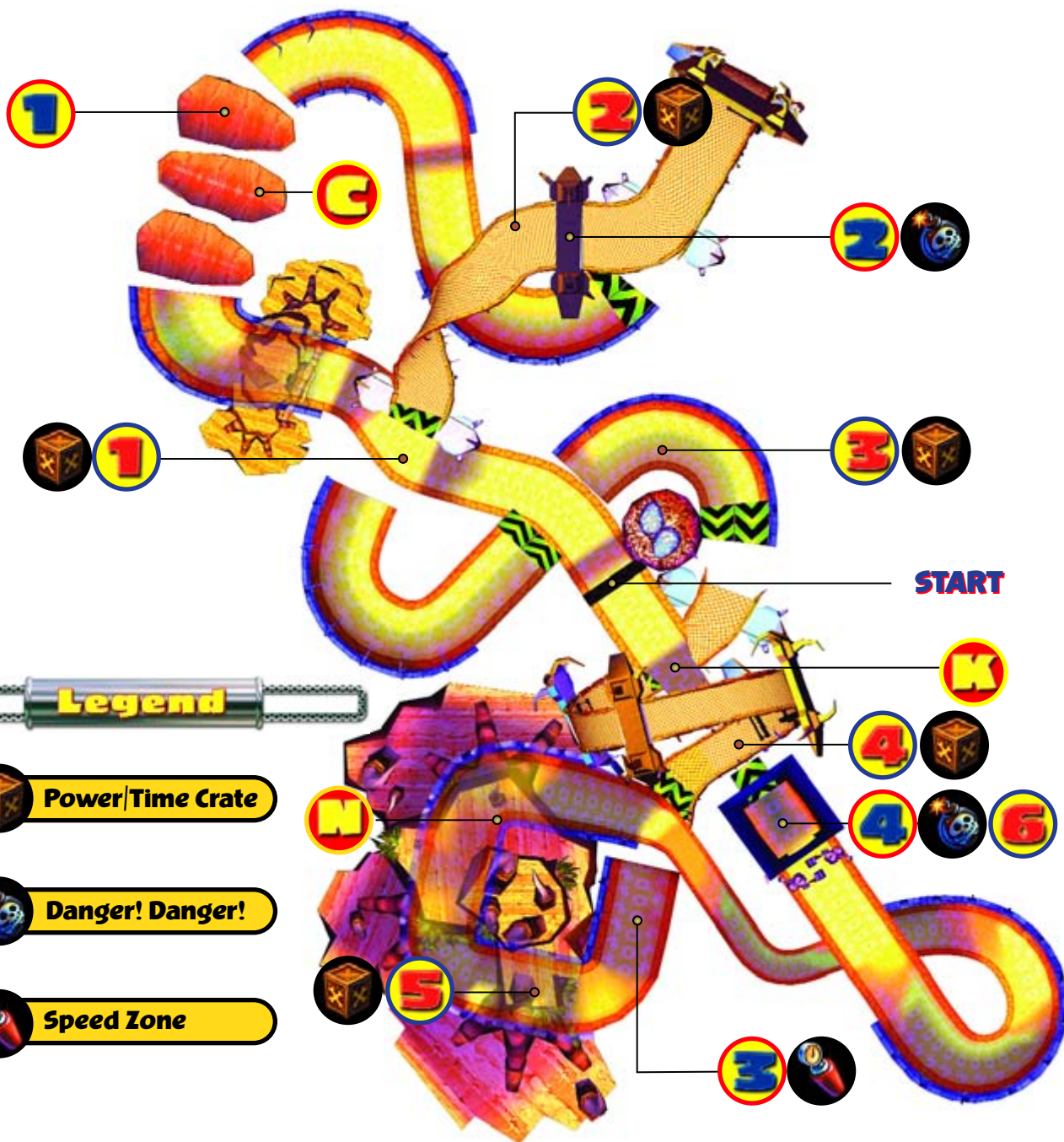






PRIMA'S OFFICIAL STRATEGY GUIDE

## Tracks & Tricks Thunder Struck







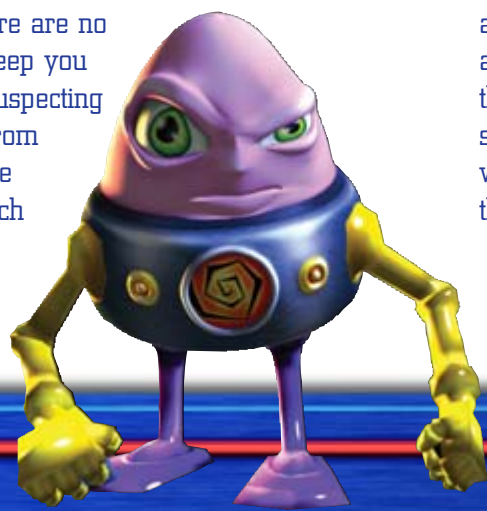
Get ready for some stormy weather. This track's all about loops, traps, slippery terrain, and two giant statues that want to smash you to pieces with their hammers. But don't worry, it's just another stroll in the park for a Bandicoot.

## Racing Mode

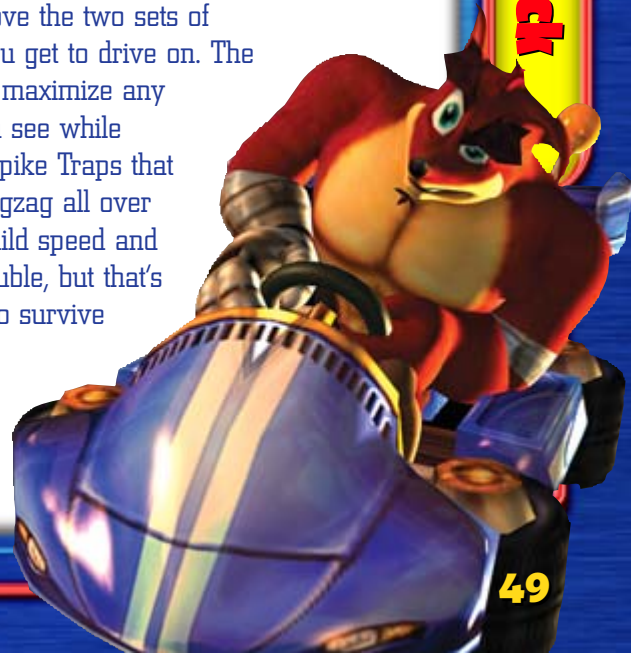
### CHAPTER 2: Thunder Struck



The first portion of the track doesn't seem too menacing or tricky, but it is. Three sudden dips in the road make for some interesting driving, especially when the terrain is rain-soaked and slippery. There are no barriers to keep you (or your unsuspecting opponents) from staying on the track, so watch those Power Slides here!



If you like roller coasters that go upside down, you'll love the two sets of corkscrews you get to drive on. The key here is to maximize any Turbo Pad you see while avoiding the Spike Traps that await. You'll zigzag all over the track to build speed and stay out of trouble, but that's what it takes to survive this portion!







## PRIMA'S OFFICIAL STRATEGY GUIDE



You may want to store away any Turbo Boosts you have for this next portion: A long incline that winds its way up to a peak before dropping you down again. This part of the track can slow you down, and the competition can blow past you if you're not careful. Power Slide with caution, and use any power-ups you have to keep ahead of the pack!



Those two menacing statues on each side of the track are slamming their mallets down on the track, and they will turn you into road pizza if you're not careful. Hit the Activation Crate to turn on one statue and turn off the other. Do this creatively, and your opponents will be in trouble!

## CNK Mode



Round the first bend and stay to the right—the "C" is located on the far right of the track on the second drop. Be careful; if you Power Slide here, you'll increase your chances of falling off-course!



Sandwiched just after the clock, but before the hammering statues, is a very sharp, L-shaped curve. When you reach it, instead of following it all the way around (like the other guys), hop over it to bag the "N."





There is a major jump located right before the finish line. Build as much speed as possible and position your Kart on the left side of the track. When you jump, the "K" will be to the left of the floating crate.



## Relic Race Mode

### Times to Beat

PLATINUM	02:15:00	GOLD	02:38:00	SAPPHIRE	03:00:00
----------	----------	------	----------	----------	----------

Time Crates: 55



Grab the first 3-second Time Crate by driving to the far left of the track. Hop off at the first jump. Stay to either side of the track to pick up additional sequential Time Crates. Most of them are only worth a second, but hey, each crate counts!



To grab that 3-second Time Crate on the first corkscrew you'll need good timing and a little bit of luck! Make sure the Spike Trap on the left isn't lowering just as you're approaching it, then dart through it to grab the crate.





## PRIMA'S OFFICIAL STRATEGY GUIDE



There's a giant bird's nest looming over the right side of the track. Use it as a landmark, but don't let it distract you. A somewhat hard-to-see 3-second Time Crate is floating next to it on the right.



Get ready for the next corkscrew; you'll need to weave in and out of all four Spike Traps to collect all the Time Crates. Be sure to utilize the Turbo Pads as well.



Next, you'll hit an incline that snakes its way towards the peak. Stay to the left, build speed, and time a perfect hop to grab the floating 3-second Time Crate.



Those statues with the hammers are angry, *and* they're guarding two 1-second Time Crates. Slam through the Activation Crate to turn off each one, grab a crate and repeat the same steps the next lap through.





primagames.com

## Legend

# Tracks & Tricks Assembly Lane

 Power/Time Crate

 Danger! Danger!

START

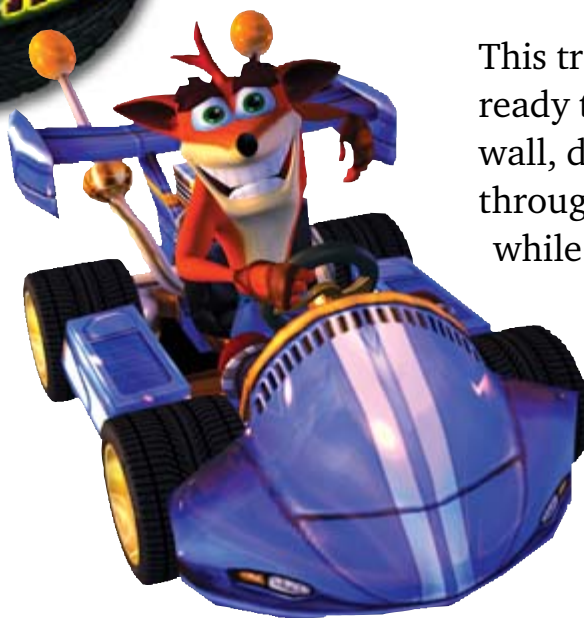


## CHAPTER 2: Assembly Lane





## PRIMA'S OFFICIAL STRATEGY GUIDE



This track is lean and mean: Get ready to jump through a hole in a wall, dodge tractor beams, and blast through a factory assembly line; all while trying to avoid giant pools of black ooze waiting to slow you down. If you can survive this track, consider yourself one crazy Bandicoot!

## Racing Mode



1

Black sludge litters much of this track. A number of crates are located in the thick of things, and they should only be attempted with a well-timed Power Slide or Turbo Boost. Anything less than top speed through these pools, and your Kart will be stopped in no time.



2

Talk about a tough shortcut: As you tear around the second major curve in the track, you'll see some green smoke puffing from the left side. You could play it safe and continue on the track, or you could be a maniac and plow full-throttle through that hole in the nearby wall. Make sure you time a hop perfectly, or it's game over!





primagames.com



## CHAPTER 2: Assembly Lane



Plow through the Activation Crate sitting in the middle of the track to send the overhead tractor beam moving from one side of the track to the other. If any Karts try to drive beneath it, it's sit 'n spin time!



The second shortcut is dangerous. When you first enter the factory, instead of turning right and following the pack, stay straight and hop up on the conveyor belt. You'll have to dodge plenty of machinery, but you can grab some crates and cut out the competition!

## CNK Mode



This one's as easy as it gets: Just stay to the left from the get-go, round the second corner, and hop through the floating "C."



Follow the track past the green smoke on the left and charge through the line of crates. Hop through the hollowed-out section in the wall to take the "N." This is extremely tricky without a Turbo Boost!





PRIMA'S OFFICIAL STRATEGY GUIDE



Don't worry, you won't have to traverse the assembly line to get the "K." Simply wind your way through the factory and hop diagonally to the right over the last incline. The "K" is yours!



## Relic Race Mode

Times to Beat

PLATINUM	01:45:00	GOLD	02:10:00	SAPPHIRE	02:35:00
----------	----------	------	----------	----------	----------

Time Crates: 51



Grab the first 3-second Time Crate on the right side of the track, then Power Slide to the left to grab the next 3-second Time Crate without getting bogged down in the sludge.



Stay to the right to grab two more 3-second Time Crates as the track snakes around. Gain speed and hop through the hole in the wall to steal another 3-second Time Crate. That hole is tough to jump through, but not totally necessary.





primagames.com

## CHAPTER 2: Assembly Lane



Avoid the Activation Crate and veer to the left to grab the 3-second Time Crate. If you hit the Activation Crate, it will send the magnetic beam over to the 3-second Time Crate and cause you to wipe out.



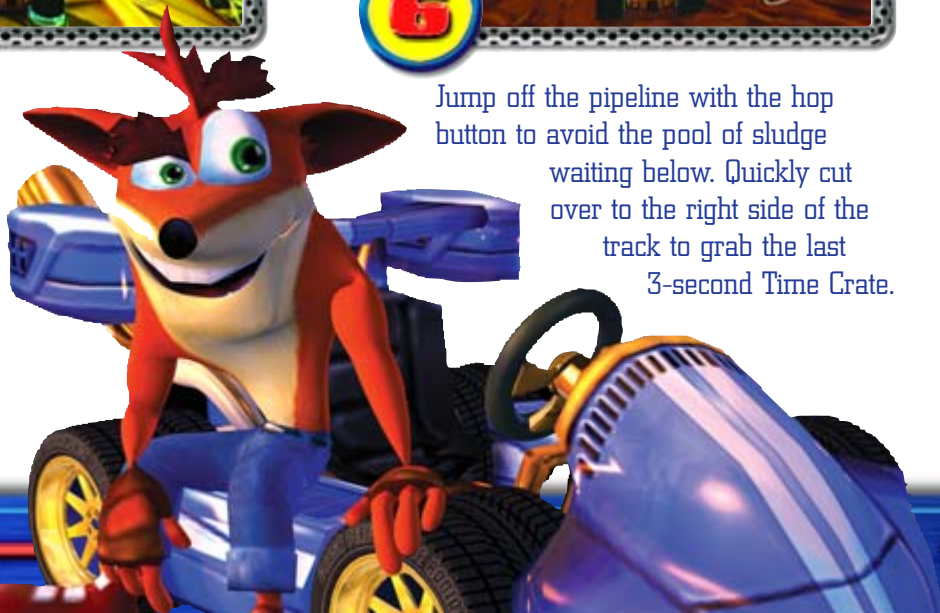
Hop onto the assembly line shortcut to grab two 3-second Time Crates and one 1-second Time Crate. You just bought yourself seven seconds!



Two 3-second Time Crates are located on the pipeline. Grab the first one on the right, then veer over to the left of the pipe to grab the second one.



Jump off the pipeline with the hop button to avoid the pool of sludge waiting below. Quickly cut over to the right side of the track to grab the last 3-second Time Crate.



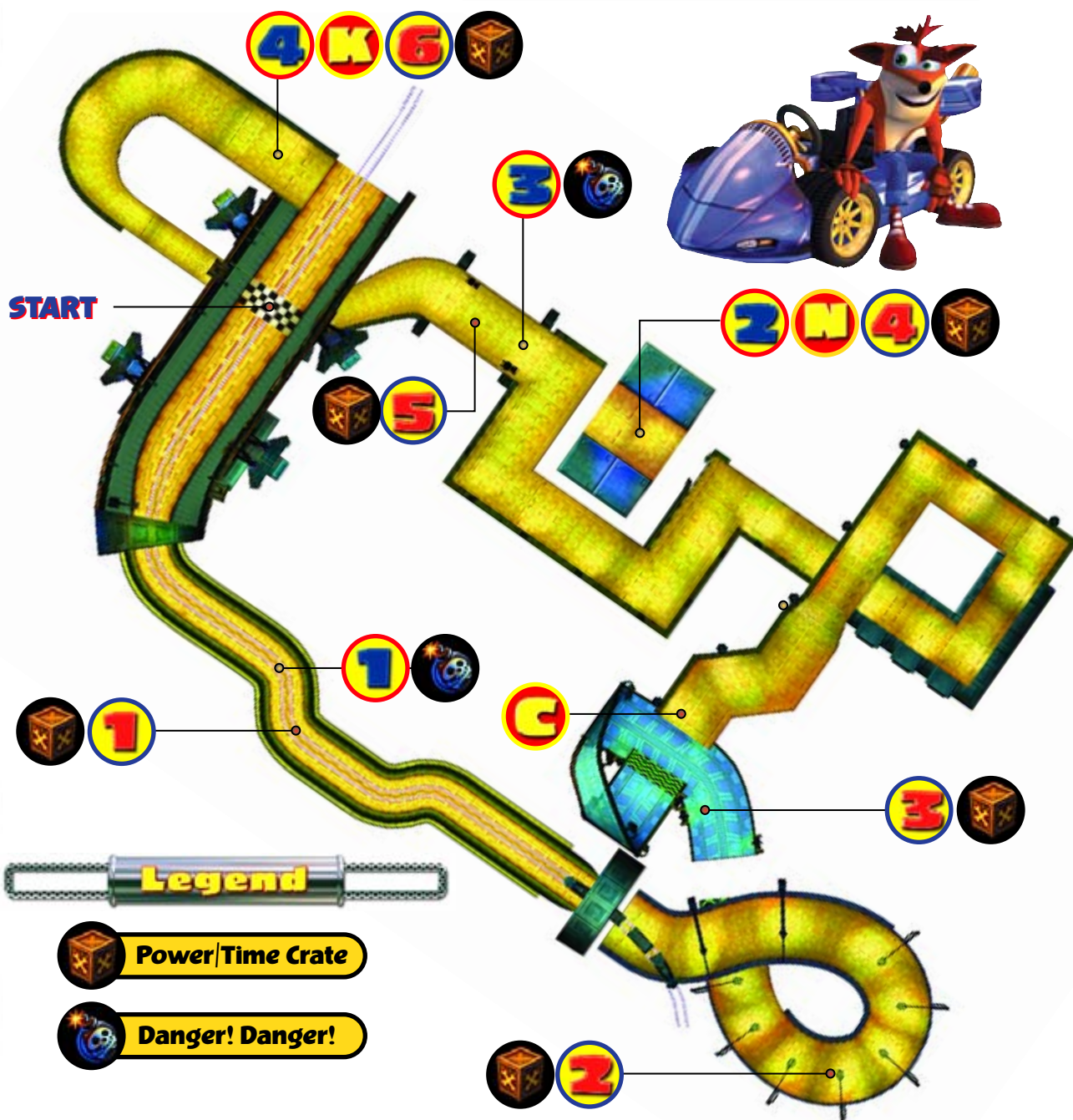




PRIMA'S OFFICIAL STRATEGY GUIDE



## Tracks & Tricks Android Alley







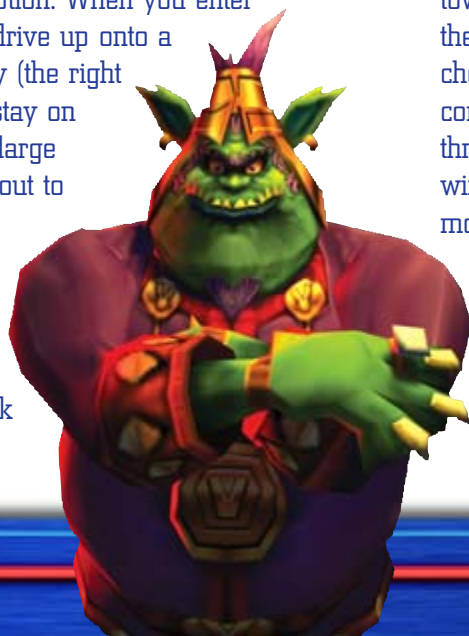
This course plays out like an action movie. You'll face a speeding train head-on, smash through a giant window, avoid marauding drones, and if you're lucky, take home first place!

## Racing Mode

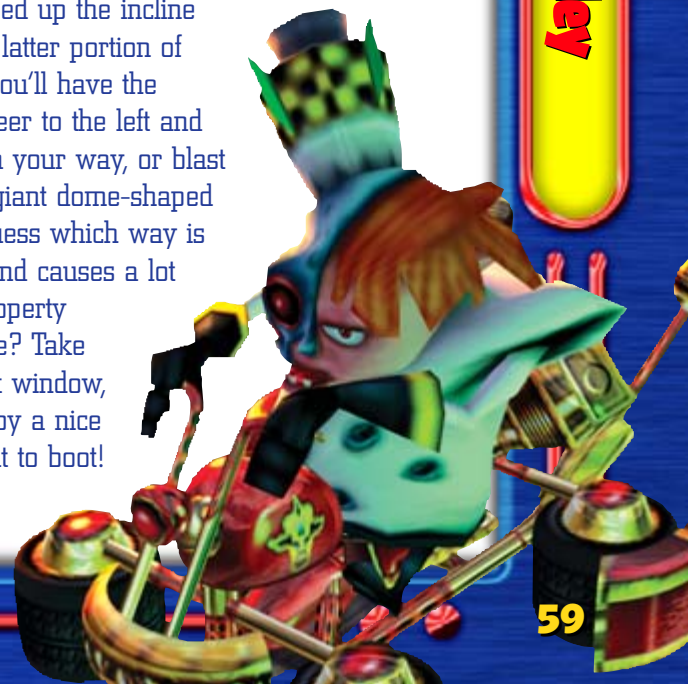
### CHAPTER 2: Android Alley



Trains and Karts don't usually mix, and this track is no exception. When you enter the first tunnel, drive up onto a wall immediately (the right side's easier to stay on than the left). A large locomotive is about to come speeding through the tunnel, and if it hits you, you'll become scrap metal in the blink of an eye.



As you speed up the incline toward the latter portion of the track, you'll have the choice to veer to the left and continue on your way, or blast through a giant dome-shaped window. Guess which way is more fun and causes a lot more property damage? Take out that window, and enjoy a nice shortcut to boot!







## PRIMA'S OFFICIAL STRATEGY GUIDE



Those drones patrolling the area may look like remote control vacuum cleaners, but they pack a mean punch. Time your driving so you can maneuver between them—they're pretty unpredictable!



Charge up the final incline, and get ready to make a sharp right. The finish line is waiting below, and if you're not careful, opponents can jump over you and beat you to the finish line at the last second. Keep a Turbo Boost handy on the last lap to make sure that doesn't happen.

## CNK Mode



Jump through the "C" on the right side of the track, right as the blue portion of the track ends and the yellow brick begins.

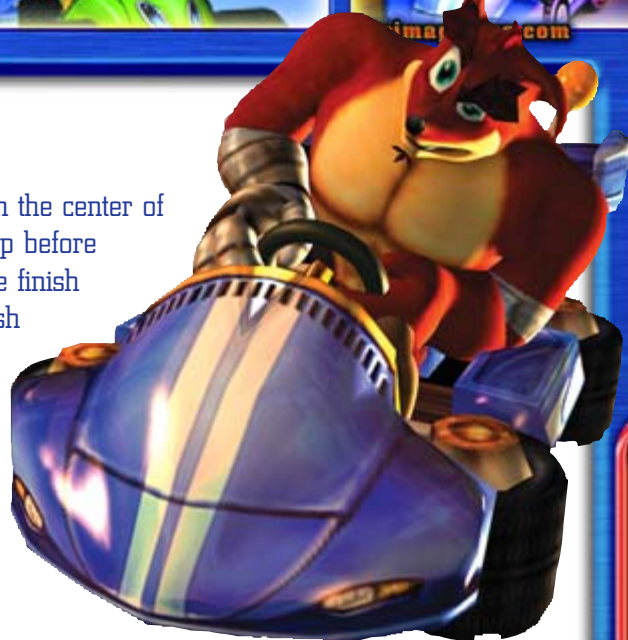


Smash through the dome-shaped window straight ahead to grab the "N" and enjoy a shortcut!





Barrel down the center of the last jump before reaching the finish line to smash through the "K."



## Relic Race Mode

### Times to Beat

PLATINUM 02:10:00

GOLD

02:23:00

SAPPHIRE

02:35:00

Time Crates:

56

## CHAPTER 2: Android Alley



Enter the train tunnel and hug the left side of the wall to grab six 2-second Time Crates and two 1-second Time Crates! Wow! You just snagged fourteen seconds!



Now, stay glued to the far right side of the track and grab two 3-second Time Crates in a row. Ah, that was easy, wasn't it?





## PRIMA'S OFFICIAL STRATEGY GUIDE



Once you reach the blue portion of the track, stay to the left of the track to grab four 3-second Time Crates total before reaching the dome-shaped window.



Smash through the window to grab another 3-second Time Crate and save additional time.



Hit the left side of the track to snag a 3-second Time Crate, but watch out for the two patrolling drones. They can wipe you out completely if you hit them.



As you make your way up the final incline, position yourself on either the far left or right sides of the track to hop through the 3-second Time Crates hovering above. Don't worry if you miss a crate on your first lap through; you'll still have the last two laps to get each one!





primagames.com

## Legend

# Tracks & Tricks Electron Avenue



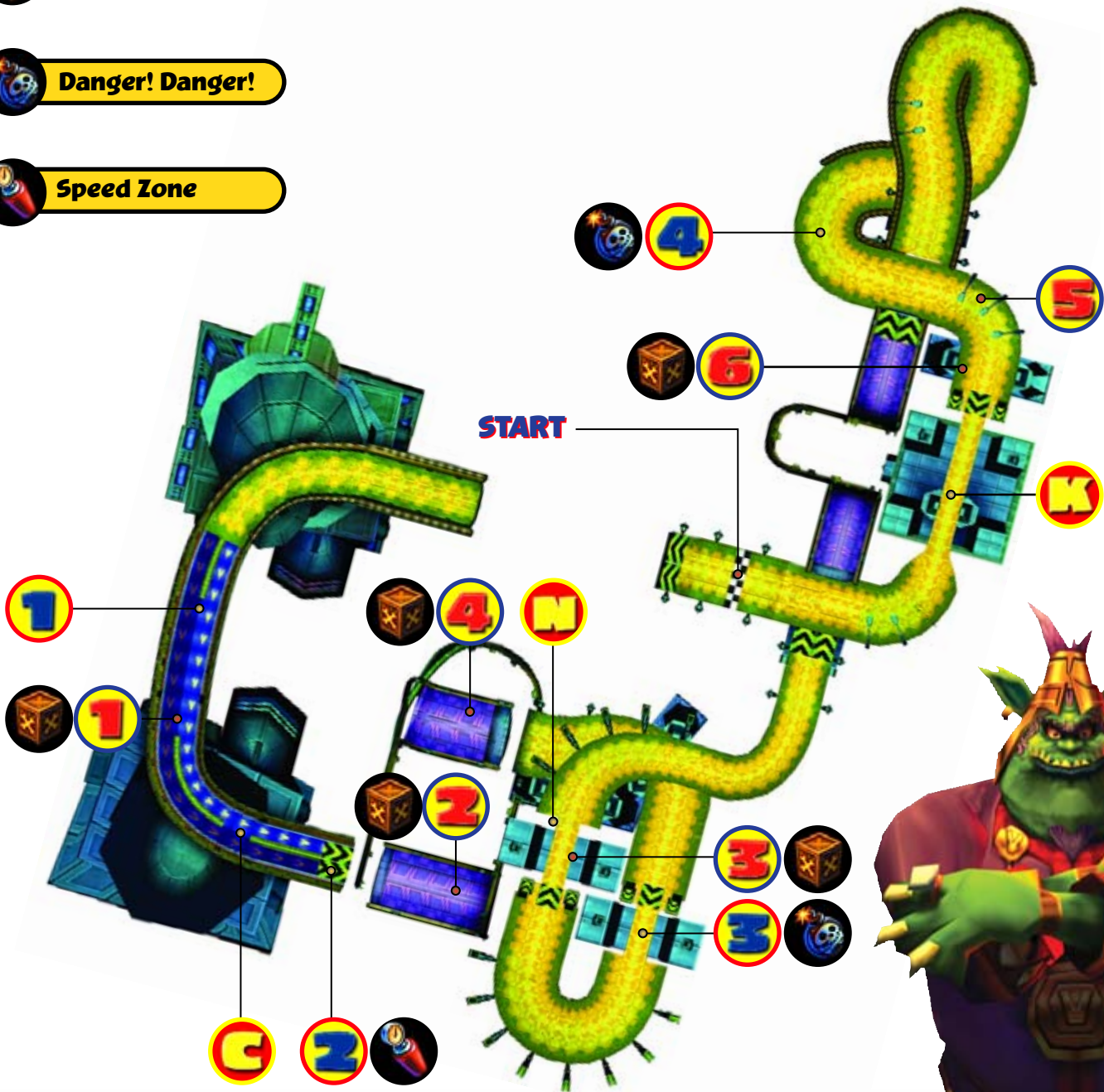
Power/Time Crate



Danger! Danger!



Speed Zone



## CHAPTER 2: Electron Avenue





## PRIMA'S OFFICIAL STRATEGY GUIDE



It's time to rock down to Electron Avenue! Want to take it higher? No sweat. Buckle up for some breathtaking jumps over electromagnetic force-fields, tunnels that split abruptly, portions of track that loop in and out of themselves, and some major death-defying curves. No wonder why it's the last course on the list before taking on Velo—this is one crazy track!

## Racing Mode



1

Barrel around the first corner and pick a lane. The tunnel you're about to enter splits, and depending on whether you've hit the impending Activation Crate in front of it, one side of the tunnel will give you a boost, while the other will just sit there, dormant. If the lane you're in goes dead, hop over one of the gaps in the median to get back on track!



2

The next portion of track requires some careful timing on your part. See those Turbo Pads blinking on and off and sweeping across the track? The trick to using them is to note their pattern: They always sweep to the right, so if you line up your Kart so it's always one step "ahead" of the pattern, the pads will be under your Kart by the time you reach them.





primagames.com



## CHAPTER 2: Electron Avenue



Force-fields will activate and de-activate momentarily, so if you're lucky, you can drive straight through them. But why do that when you can always jump them and get an advantage over the competition? Drive up one of the Turbo Pads on the left or right side and fly right over the force-fields each time!



Like to give fellow racers a "love tap?" Well, then there's a stretch of track just for you: Located right between the second stretch of purple track and the third force-field, the track will curve as it inclines, and have no barriers blocking the edges. Wouldn't it be a shame if a fellow nemesis were to take a sudden fall off the edge?

## CNK Mode



Enter the tunnel after the first drop. Stay in the right lane, but hug the median as best as possible. The "C" sits against the median right before the tunnel's exit.



When you see the first force-field, veer to the left and use the left Turbo Pad to jump through the "N."





## PRIMA'S OFFICIAL STRATEGY GUIDE



As you speed towards the finish, you'll come to the third and final electromagnetic forcefield on the course. Time things just right and plow through it to grab the "K"—just be careful not to get zapped in the process. Congrats! You just snagged all three letters on this track!

## Relic Race Mode

### Times to Beat

PLATINUM	02:50:00	GOLD	03:03:00	SAPPHIRE	03:15:00
----------	----------	------	----------	----------	----------

Time Crates: 59



Start the race and hit the 3-second Time Crate on the left before entering the tunnel. From there it splits, so hit the Activation Crate and choose the moving lane. No matter whether you go left or right, you'll only get to grab one 3-second Time Crate in the lanes themselves. The extra stuff is located between the gaps in the median: two 2-second Time Crates and a 1-second Time Crate.



Stay to the right on the purple portion of the track and time the moving Turbo Pads so you can boost off them to grab a 2-second Time Crate and two 3-second Time Crates.





primagames.com

## CHAPTER 2: Electron Avenue



Jump the first force-field with the right Turbo Pad to get the 3-second Time Crate. When you encounter the next force-field, do the same thing—they're identical!



On the second stretch of purple track, stay to the right to grab a total of three 3-second Time Crates. That's a "niner" for all you Bandicoot truckers out there!



Power Slide to grab all three 1-second Time Crates stacked sequentially on the far right edge of the track. Be very careful, there's no safety net below!



Remember those first two force-fields and how you jumped them with the right-hand Turbo Pad to get the 3-second Time Crate? Guess what? You'll be doing the same thing on the last one, too. Third time's the charm!







PRIMA'S OFFICIAL STRATEGY GUIDE



## Who's the Boss? Boss Strategy

As you make your way through the worlds of Adventure Mode, you'll be challenged at the end of every three races to a Boss Challenge. Though each Boss differs in size, speed, and skill, there are some basic tactics you can always count on to get you through the race and ensure that you're the victor.

### Basic Tips



All Bosses are generally faster than you and leave long trails of traps and/or debris behind as they race. Staying ahead of them as much as possible will not only get you to the finish line first, but help you survive the race as well! Only Velo can attack you from behind, so forge ahead with confidence!



All Boss levels are races staged on previously beaten tracks, so get to know the tracks well as you progress through Adventure Mode to best utilize shortcuts, Turbo Pads, and more! In addition to this, all of the tracks' previous booby traps (spinning blades, windmills, on-coming trains, etc.) are inactive during Boss Races. So you can concentrate on pushing full steam ahead and beating those Bosses—a good thing, because they can be tough.



The key to winning all four Boss Races before challenging Velo is to maximize the use of Multiplier Crates. Though many Weapons Crates fill the tracks, you never know what you're going to find inside them, and at best you'll only be able to use whatever power-up you're given once. To turn the tables on the Bosses, smash through as many Multiplier Crates as possible and use the three power-ups inside of them as quickly as you can; it won't be long before you run into additional Multiplier Crates, and you won't want to miss anything they may have to offer!







primagames.com

## Meet the Bosses



### KRUNK

Hailing from Terra as its racing champion, Krunk is a hulking creature whose speed is only matched by his cunning. Krunk is obsessed with honor and feels that Earth is a mere copy of his home planet, and thus wants to race to prove which world is superior.



### BOSS STRATEGY

Krunk's the slowest of all the Bosses, but what he lacks in speed, he makes up for with offensive measures. If you get stuck behind Krunk, you'll find yourself dodging a thick trail of spiked pods all along the track. Be careful! Krunk's no joke!



### NASH

Defender of the Barin Trophy, Nash is a genetically engineered shark-like creature who is, for lack of a better word, a total spaz. Created to be constantly moving, Nash races for the thrill of speed and the satisfaction of beating his opponents with pure motion.



### BOSS STRATEGY

Nash is faster than Krunk and will drop moving, chattering teeth all along the track, as well as sharp strips of teeth that will send you spinning out in no time flat when hit. Nash focuses more on speed than offensive measures, so keep up with him!



### NORM

There's nothing normal about Norm. A goblin-like creature who dresses like a mime and would rather read books than race to defend his Fenomena Trophy. Norm will shape-shift into two characters while racing: his normal self and a much larger, more obnoxious version who likes to talk trash during the race.



### BOSS STRATEGY

Watch out! Norm focuses on speed, and his counterpart focuses on the offense. You'll have to beat them both if you want to win.





## PRIMA'S OFFICIAL STRATEGY GUIDE



### GEARY

Geary is the Champion of Teknee and is as much obsessed with perfection as he is with cleanliness. Geary wants to race to prove that machines are superior to everyone else, Bandicoots included. Show that bucket of bolts what you're all about!



### BOSS STRATEGY

Geary is bad to the bone. Not only is he lightning-fast, but he races with two other ghosts who provide offensive measures and try to smash through Weapons Crates before you can. Combine all three methods of mayhem, and you've got one major opponent to deal with!



### VELO

The final Boss is Velo, and this guy is tough as nails. By far the fastest of the Bosses, Velo races with two other sidekicks who are almost equally as fast. They'll do everything from lay down offensive measures to stealing crates and more, and Velo has the ability to attack you from behind. What did you expect? He's not the Intergalactic Champion for nothing!



### BOSS STRATEGY

Velo will keep you on your toes, to say the least. He'll send his goons after you; they'll steal your crates. He'll lay traps behind him, fire rockets after you, and even try to ram you off the track. In addition, his world has a number of active traps, there are no Multiplier Crates to be found, and there's no map to toggle on and off with this one. Good luck, you'll need it!





primagames.com

# Boss Track Strategies

## TERRA CHAMPIONSHIP

### JUNGLE BOOGE



To beat Krunk, and all the other Bosses, you'll need to grab as many Multiplier Crates as you can to get the upper hand. Start off the line and grab the first Multiplier Crate on the immediate left.



Krunk will start dropping those big, red spiky pods along the left side of the track. Keep to the right on this section of track; it's narrow there!



Veer to the left and hop up to grab the next Multiplier Crate. No matter whether you're finding Rockets, Bowling Bombs, or Turbo Boosts, use them all as soon as you get them to either knock Krunk out or take the lead.



The next Multiplier Crate is positioned on the left side of the track, immediately before the suspended bridge shortcut, which is on the left as well. If you grab the crate and take the shortcut, you'll have tilted the odds in your favor.



Now round the bend and veer to the right. Grab the Multiplier Crate on the right before hitting the Turbo Pad in front of it. Now get to that finish line!



## CHAPTER 3: Boss Strategy





PRIMA'S OFFICIAL STRATEGY GUIDE



## BARIN CHAMPIONSHIP

DEEP SEA DRIVING



Round the first corner and stay to the right to follow the curve around and grab the first Multiplier Crate. If you take the shortcut and cut the corner instead, you'll miss out on an essential power-up!



The next Multiplier Crate is on the right side of the track by the large blade. The sight of the menacing blade may make you think twice about going for it, but keep in mind that all the traps on this planet are inactive for the Boss Race. Watch out for Nash's chattering teeth traps!



Next, you'll follow the series of jumps that wind their way up past the green smoke. On the last of these jumps, veer to the left to grab another Multiplier Crate, then jump off the right corner to use the shortcut there! This part's relatively easy, except Nash likes to start leaving his spike strips here. Be careful!



Turn the corner and proceed past the curved stone pillar. Stay on the left side and bust through another Multiplier Crate before entering the second underwater tunnel. Remember, use those Turbo Pads in there with confidence, those once-spinning blades are in nap mode now!



The last Multiplier Crate is on the right side of the track at the end of the underwater tube. Just look for the double cluster of blades (they're frozen here as well) and charge through the crate to get a power-up before reaching the finish line.







primagames.com

## FENOMENA CHAMPIONSHIP

OUT OF TIME



This is one case where using a shortcut can actually harm you: When you start the race and approach the Turbo Jump Pads, try to break the habit of routinely activating the jump and using the shortcut to avoid the curve. Why? The first Multiplier Crate is located to the left on the curve itself, and if you miss it, you'll miss a great opportunity to possibly blast Norm.



Time to get defensive: The bigger Norm is going to begin dropping strange transparent cubes and bubbles behind him, and though these look somewhat ineffective, they pack a mean punch if you collide with them. Keep your eye on the smaller Norm though, he's all about speed and can get away in the blink of an eye!



Before you start peeling out on the face of the massive clock, grab the Multiplier Crate on the left side of the track, then use the Turbo Pad for a much-needed boost.



Now exit the clock and get your Kart on the right side of the track: The next Multiplier Crate is on the far right side of the following curve. Power Slide to grab it without slowing down your Kart.



The road will snake around now before reaching the windmill; stay to the right to hit the last Multiplier Crate on the track. Be careful of that windmill jump! Even though the windmill isn't active, its blades are positioned in such a way that it's easy to miscalculate a jump and to slam into them!



### CHAPTER 3: Boss Strategy





PRIMA'S OFFICIAL STRATEGY GUIDE

# TEKNEE CHAMPIONSHIP

## ANDROID ALLEY



Recognize that train tunnel? You know, the one that had you holding your breath wondering if you were about to become road pizza or not from the oncoming train? Well, now you can approach it with no worries; there's a Multiplier Crate waiting on the left, and no train to dodge. Sweet!



Because Geary is so fast, it's easy to lose sight of the fact that he also has a strong array of offensive moves. Don't get directly behind him (even when lining up a shot), because he'll launch mechanical debris at you before you can say "Bandicoot!" Keep this in mind as you grab the next Multiplier Crate, which is on the far left before the blue portion of track begins.



Grab the next Multiplier Crate before Turbo Boosting back on to the brick portion of the course; the crate's located in the middle of the track and is the second one in from the right.



Yeah, smashing through that glass in the normal races was cool, and reaping the rewards from the distance the shortcut eliminated was cooler, but if you want the next Multiplier Crate, you'll have to stay to the left and proceed all the way around the curve to get it.



Be careful when grabbing the next Multiplier Crate: You'll have to drive on the far right edge of the track to nail it, and there are no barriers there to protect you at this point on the course. If Geary is near you and you're not armed, think twice about picking up this crate at this point; he can easily ram you off the track or hit you with a trap here.



As you make your way up the track's final curves and slopes, stay to the left, build as much speed as possible, and time a perfect hop to grab the track's last Multiplier Crate before dropping down to the finish line.





primagames.com

## GALAXY CHAMPIONSHIP

### HYPER SPACEWAY



There are no Multiplier Crates to be found here! If you want to win this race, you'll have to choose one of the speedier characters and Karts, and Power Slide as much as you can without wiping out to stay ahead of Velo. Boost off the starting line and try to grab either the crate on the far left or right. Velo and his goons will usually knock out the middle ones themselves before you even reach them.



When the first jump splits off into two paths, pick your jump and stay on that side as you're flying through the air to the landing below. If you try to cross over or center your Kart in mid-air, you risk landing on the median below and will crash into the tunnel entrance in the process.



Unlike the previous tracks where everything was dormant, traps fully function on this course, and they can make or break the race for you. Use the impending Turbo Pads with caution; fire will shoot out randomly from the sides of the track near them. Also, this is usually the point in the race where Velo drops a Bowling Bomb behind him, so watch yourself here!



Round the circular rooms and hop through the crates at the intersection. Keep barreling through the intersection and wind around to exit the room. If you try to follow the same side of the track at the intersection, you run the risk of slowing down to make the abrupt curve or Power Sliding out of control.



Watch your orientation on the generator tube! It's easy to become disoriented, spin around the tube, and get hit by one of those laser beams. Try to stay on course by aiming for something in the distance and keeping focused. Projectile weapons are ineffective here for the most part; they'll often trail off into the distance without hitting anything. So save the Rockets and Bowling Bombs for later unless you're within close range!



The last thing to keep in mind with this race is that it's worth playing through to the finish, even if some laps don't seem neck and neck. Stay with Velo as best you can, or ahead of him if possible, and try not to give up hope! It's possible to still beat him on the last lap, and well worth the wait. Learn from what you've accomplished on this first race with him, you'll have to race Velo a second time to fully vanquish him. Good luck!

## CHAPTER 3: Boss Strategy





PRIMA'S OFFICIAL STRATEGY GUIDE



## Battle Mode & Arena Races

### Battle Modes



Want to do more than just race? No problem! Time to grab some Karts and Bowling Bombs to show your buddies who's boss! Choose from one of four Arenas, set game rules and customization options, and go to town. Race fast, use offensive and defensive measures, take advantage of the Arenas' numerous traps, and you're sure to be the victor. May the best Bandicoot win!

### LIMIT BATTLE

Either achieve the set Point Limit first or have the highest score when the clock runs out, and you'll be the Arena's victor!

### LAST KART DRIVING

There can be only one victor in this battle. Set the Minute and Life Length options, then prove that this town is only big enough for one of you!

### CRYSTAL GRAB

Think you're the Crystal King from Adventure Mode? Time to knuckle up and prove it against other racers! Just set how much Time everyone has to grab as many crystals as they can, and get greedy!

### CAPTURE THE FLAG

Ah, Capture the Flag. You may have enjoyed it in summer camp or First Person Shooters, but it's not the same unless it is done in a Kart! Set Minute and Point Length and go grab those flags! Oh yeah, and watch out for your own, too.

### STEAL THE BACON

Sure, you could get a job and "bring home the bacon," but wouldn't it be much more fun to just steal it? Set Minute and Point Length (much like Capture the Flag) and go on a stealing spree against your opponents!







primagames.com

## Arenas & Strategy

No matter whether you're racing for Tokens in Adventure Mode, or dueling it out with some buddies in Battle Mode, get ready to encounter four wild and crazy Arenas, each with their own traps, tricks, and shortcuts.

### TEMPLE TURMOIL

Temple Turmoil resides on the planet Terra and is an Arena packed with numerous pools of quicksand, small jumps, and an open temple in the middle of the track. Here's what to keep in mind when racing on this track.



#### Time-to-Beat

01:30:00

Crystals to Collect: 20

Weapons Crates: 4

#### ADVENTURE RACE MODE

The main (and obvious) thing that will slow you down on this track are the numerous pools of quicksand. Try to build up speed by driving around in one direction, collecting as many crystals as possible in one clean sweep, then reversing direction to utilize the jumps aiming the opposite way. Avoid the quicksand with the jumps, and try not to turn suddenly in an attempt to collect "stray" crystals; this is what usually forces you into the sand. Save the crystals in the temple for last, and time a well placed jump to grab the floating crystal in the temple's center.



#### BATTLE MODE

Get the upper hand on opponents by driving around in circles and building speed around the track. Keep in one direction to utilize the track's jumps, which prevent you from getting bogged down in quicksand. Use the pools of quicksand as target areas to lure and bump your opponents into, and the temple in the middle as either shelter or a great place to "snipe."



### FROZEN FRENZY

Don't underestimate Frozen Frenzy; it's more than just an Arena on ice. Complete with a cave that sports giant spinning blades at each entrance and more, this place can quickly become an icy grave, so be careful!



#### Time-to-Beat

01:30:00

Crystals to Collect: 20

Weapons Crates: 5

#### ADVENTURE RACE MODE

Though Power Sliding is crucial to beating much of the game, it doesn't mix well with slippery surfaces. Try to keep this in mind on this arena; you'll be forced to not only keep your Kart under control on icy terrain, but you'll have to drive past spinning blades and dodge TNT Crates to grab all the crystals. Use as many power-ups as possible; since it's hard to dodge the TNT, you might as well blow it away!



#### BATTLE MODE

Keep in mind that everything that poses a potential threat to you in this Arena also poses one to your opponents. This means ice, blades, and all the trimmings that Frozen Frenzy has to offer can be utilized by you to knock out other racers. Lay a nice TNT or Nitro Crate right on a slippery curve or at the entrance to one of the caves. If that area was hairy for you, imagine what it will be like for someone behind you!







## PRIMA'S OFFICIAL STRATEGY GUIDE



### DESSERT STORM

Far from some barren desert with an occasional oasis, this Arena resides on Fenomena and is just as twisted and bizarre as Fenomena's other tracks. Expect floating clocks, holographic structures, and more to provide plenty of distraction as you race. Try to stay on either the outer track or the raised pinnacle in the track's center—anywhere else might lead to a dead end.



#### Time-to-Beat

02:00:00

Crystals to Collect: 20

Weapons Crates: 4

#### ADVENTURE RACE MODE

Look *everywhere* for crystals in this arena; some of them are tucked away in dead ends and are tricky to find. You'll also want to avoid the Nitro and TNT Crates scattered about. Try to snag a Weapons Crate on the outer track before exploring the Arena's raised center—there are no Weapons Crates to be found there and it's loaded with traps!



#### BATTLE MODE

Keep a couple of things in mind while dueling it out in this Arena: First, height always has its advantage when battling, so stay in the Arena's raised center to fire a rocket or two at unsuspecting foes scrambling below. Second, surprise is often the ultimate weapon, so if you want to play a little hide-and-seek, head to one of those hard-to-find dead ends, back in and face outward! If someone comes flying around the corner, you're all set to get the jump on them!



### MAGNETIC MAYHEM

This place is dangerous! Residing on Teknee, Magnetic Mayhem is a highly mechanized track complete with conveyor belts that whisk you to your doom and a giant crusher in the track's middle. You may want to purchase some insurance before testing your skills out here.



#### Time-to-Beat

02:40:00

Crystals to Collect: 20

Weapons Crates: 10

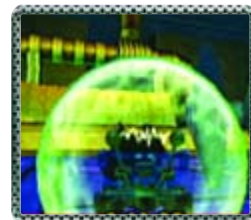
#### ADVENTURE RACE MODE

The good news is that you'll have more time and Weapons Crates available to you here than any other track, but you'll really need them! Power Slide to get those tough-to-snag crystals on the edges of the tracks, but be careful of falling out of bounds on the conveyor belts. Try to avoid the Activation Crate floating in the Arena's center; it's what triggers the track's devastating crusher and can turn you into a pancake with a single blow!



#### BATTLE MODE

Once again, you'll want to use all of the Arena's hazards to your favor here. Whereas before you may have avoided the Activation Crate on this track, you'll want to use it here to dole out some "fun" to opponents. Nail racers out of bounds on those conveyor belts, but watch out: It's easy to fall in yourself. Power Slide with caution and gain tremendous speed on the blue portions of the track. Good luck!







primagames.com

## Secrets & Unlockables

### HOW DO SECRETS BECOME UNLOCKED?

Simply re-enter a race you've already beaten in Adventure Mode, choose between either CNK or Relic Races, and race for the prize. CNK Races award Tokens and Relic Races award Relics (only one per track). Collect all 13 Relics to race Velo a second (and final) time, and collect all 16 Tokens to unlock secret features in the game. Obtain the 13th Relic by racing in the vortex found in Velo's Vault.

### WHAT ARE THE SECRET FEATURES?

The secret or "hidden" features in Crash Nitro Kart can be broken down into three categories:

#### TRACKS

Unlock Hyper Spaceway, easily the wildest track in the game!

#### CUTSCENES

Movies are cool, but cinemas are cooler! Unlock all the cutscenes the game has to offer.

#### SECRET CHARACTERS

Unlock eight awesome racers and their Karts.

### TRACKS

To unlock the coolest track in the game, win first place in all 16 races in Adventure Mode (12 normal races and the four Boss Races), and Velo will challenge you to a race on his favorite course, Hyper Spaceway. Get ready for one wild track, complete with time portals, lasers, massive jumps, and more! Enjoy the track now in the other modes too, there are no Tokens or Relics needed!



### CUTSCENES

As you make your way through Adventure Mode, you'll unlock a multitude of cutscenes by coming in first on certain tracks, collecting specific amounts of Keys, and by beating all the Bosses. Depending on whether you're racing for Team Bandicoot or Team Cortex, you can now view team-specific cinemas at any time once they become unlocked; just go to the Extras section in the Main Menu and select "Cutscenes." Here's how to unlock them:



#### TEAM BANDICOOT CUTSCENES

- Challenging Krunk:** Win three Trophies
- Krunk Loses:** Unlock one Key
- Challenging Nash:** Win six Trophies
- Nash Loses:** Unlock two Keys
- Challenging Norm:** Win nine Trophies
- Norm Loses:** Unlock three Keys
- Challenging Geary:** Win 12 Trophies
- Geary Loses:** Unlock four Keys
- Challenging Velo:** Unlock four Keys
- Losing to Velo:** Unlock four Keys
- Defeat Velo Without 100 Percent:** Unlock four Keys
- Defeat Velo With 100 Percent:** Unlock four Keys and have all 13 Relics, plus one Scepter.

#### TEAM CORTX CUTSCENES

- Challenging Krunk:** Win three Trophies
- Krunk Loses:** Unlock one Key
- Challenging Nash:** Win six Trophies
- Nash Loses:** Unlock two Keys
- Challenging Norm:** Win nine Trophies
- Norm Loses:** Unlock three Keys
- Challenging Geary:** Win 12 Trophies
- Geary Loses:** Unlock four Keys
- Challenging Velo:** Unlock four Keys
- Losing to Velo:** Unlock four Keys
- Defeat Velo Without 100 Percent:** Unlock four Keys
- Defeat Velo With 100 Percent:** Unlock four Keys and have all 13 Relics, plus one Scepter.





## PRIMA'S OFFICIAL STRATEGY GUIDE



## SECRET CHARACTERS

There are a total of 16 playable characters, available on all modes (Battle Modes included), except Adventure Mode. Accumulate as many Tokens (to become Gems) as you can, hit some boosts and even go head-to-head with a ghost to unlock them. Check out the breakdown below for more information.



### WHAT GEMS UNLOCK:



#### DINGODILE

Requires one Red Gem



#### POLAR

Requires one Blue Gem



#### ZEM

Requires one Green Gem



#### ZAM

Requires one Purple Gem

### WHAT BOOSTS UNLOCK:



#### FAKE CRASH

50+ boosts on any track; Must use Team Cortex in Adventure Mode.



#### PURA

50+ boosts on any track; Must use Team Bandicoot in Adventure Mode.



#### N. TROPY

Defeat all N. Tropy ghosts in Race Time Trial Mode

### WHAT THE SCEPTER UNLOCKS:



#### REAL VELO

Earn two Scepters to unlock the Galactic Champion himself!

Congrats! You just learned what it takes to beat the entire game! Time to grab the wheel and hit those tracks; and once you've put these strategies to the test, get creative and try your own spin on the Crash Nitro Kart world. Remember, it's not about winning or losing, just having a blast.

